NEXCOM International Co., Ltd.

Multi-Media Solutions

PowerDigiS Central Management Server

User Manual

NEXCOM International Co., Ltd.
Published August 2012

www.nexcom.com

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Chapter 1: Introduction

1.1 Manual Objective

The objective of this User Manual is to provide a comprehensive understanding of the PowerDigiS Central Management Server (CMS). Specifically, user will be able to reference this manual for assistance with the following:

- PowerDigiS Central Management Server (CMS) overview
- Detailed descriptions of PowerDigiS CMS features and UI functions
- Step-by-Step PowerDigiS CMS system installation and configuration procedures
- Completed settings for PowerDigiS CMS configuration

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1.2 Architecture

1.2.1 PowerDigiS CMS

PowerDigiS (PDS) CMS is used to schedule and distribute presentations to single or multiple Players. This system is required when you are managing multiple players and intend to separate them into different groups for central control and management. With these effective capabilities, you do not need to configure Player individually. Instead, you can remotely control and manage several or grouped players at the same time no matter where you are.

CMS major Features:

- Add/remove/edit Player in the Player overview table
- Grouped Players start/stop/pause/reboot/shutdown control
- Grouped Players presentation schedule start/stop control
- Configure and send Emergency/Notification Message to selected or grouped Players
- Daily/Weekly/Monthly/Annual presentation scheduling support
- Support selected or grouped Players schedule dispatch
- Access Control List (ACL) ensures high security for user account management

1.2.2 Web-based Presentation Designer

The PowerDigiS Web-based Designer allows users to design the presentation via Player or CMS Management Console for a single or multiple Players. This handy tool gives users the freedom and flexibility to add, modify and control different types of rich media files, from simple text messages to advanced combinations of ticker with dynamic animations, pictures, video files, TV channels or flash movies to presentation.

Designer major features:

- Easy drag and drop content (play item) from content list to specific zones
- Support unlimited scenes and up to 9 zones in each scene
- Supprt both Default Layout Templates and User Defined Templates
- Images animation effect in each independent zone
- Web-based UI for intuitive, central management and easy operation
- Import/Export Presentations for more flexibility with Presentation design in different Players

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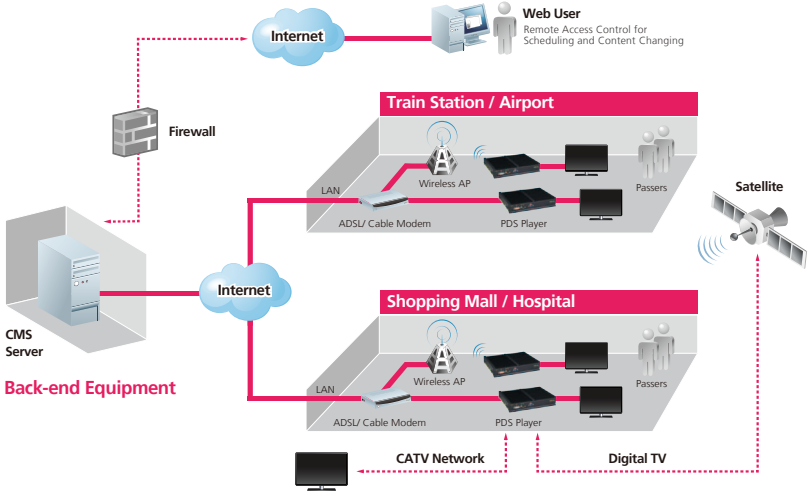

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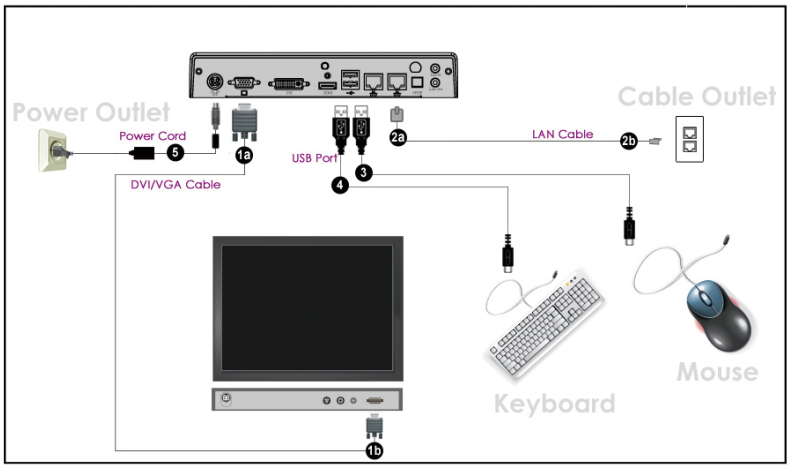
Chapter 2: CMS System Installation and Configuration

2.1 CMS System Installation

You can use either of the following measures to configure the Player cable connection:



Step 1a Choose the video output (DVI/VGA/HDMI/LVDS) you would like to use to connect the cable.

Step 1b Connect another end of the cable to your display

Step 2a Plug a LAN cable into PDS Player LAN port 1

Step 2b Connect another end of LAN cable to LAN port 1 on the hub

Step 2c Plug another LAN cable into Management PC/laptop LAN port

Step 2d Connect another end of LAN cable to LAN port 2 on the hub

Step 3a Plug the third LAN cable to LAN port 3 on the hub

Step 3b Connect another end of LAN cable to the Cable Outlet

Step 4 Plug the DC end of the power adapter into the power connector of the PDS Player unit. Then, plug the AC end to an electrical outlet. Push the Power button and the PDS Player will power up immediately.

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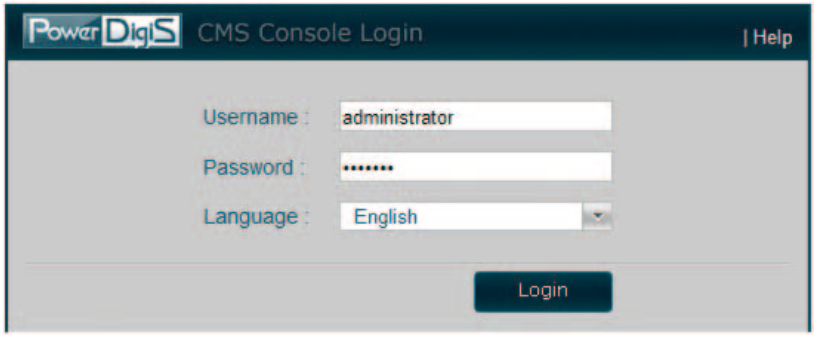
2.2 CMS Management Console Login

You can access the CMS Web Management Console via browser in any Operating System. The minimum requirements for browsing the CMS Web Management Console are as following:

- Mozilla Firefox 8.0
- Google Chrome 16.0.912.75m
- Internet Explorer 9.0
- Best browser viewing resolution: 1024 x768



Step 1. Launch the browser and type http://localhost to access the CMS Management console.

Step 2. Use the following combo to log into the console:

Username: administrator

Password: welcome

Step 3. Select the language you would like to use. Currently English and Traditional Chinese and Japanese are available.

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Chapter 3: CMS Web Management Console

The CMS Web Management Console is an user interface which enables user to remotely control and administrate single or grouped PDS Players, including designing presentations and dispatching the presentation schedule, monitoring and managing Player/Group status, system information and configuration.

3.1 CMS Administration

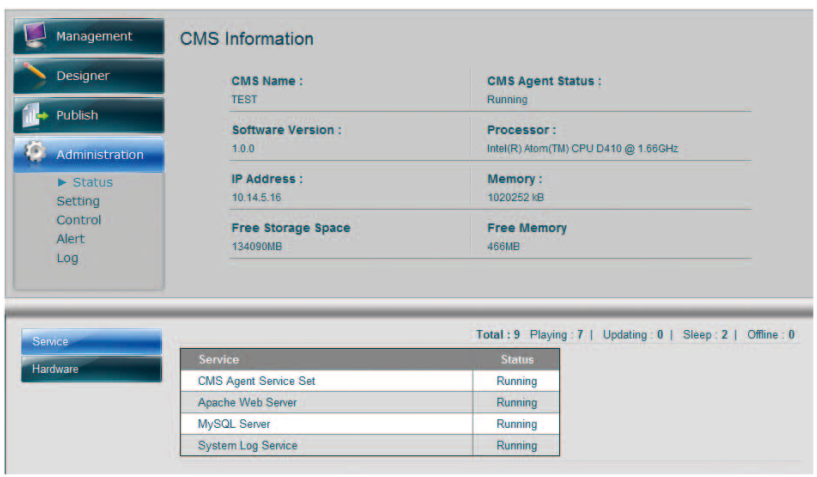
After you log into the CMS Console, click **"Administrator"** in the left function panel to view CMS basic information & status and configure different settings.

3.1.1 CMS Status

From this page, you can view CMS information, including CMS Name, CMS Agent Status, Software Version, Processor, IP Address, (Free) Memory and Free Storage Space.

You can also view CMS main services and hardware info on the bottom of the same page.

Service info provides CMS main services status, including CMSAgent Service Set, Apache Web Server, MySQL Server and System Log Service.



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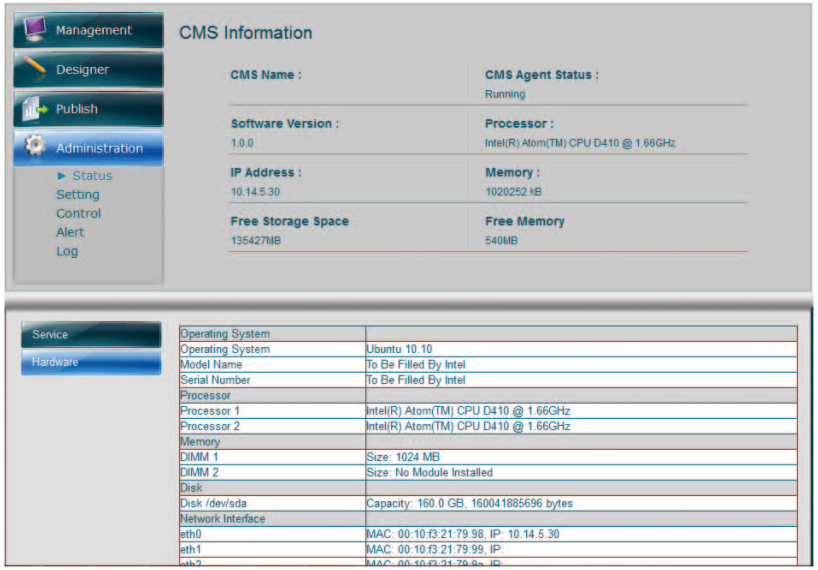
Hardware info provides CMS hardware configuration details.

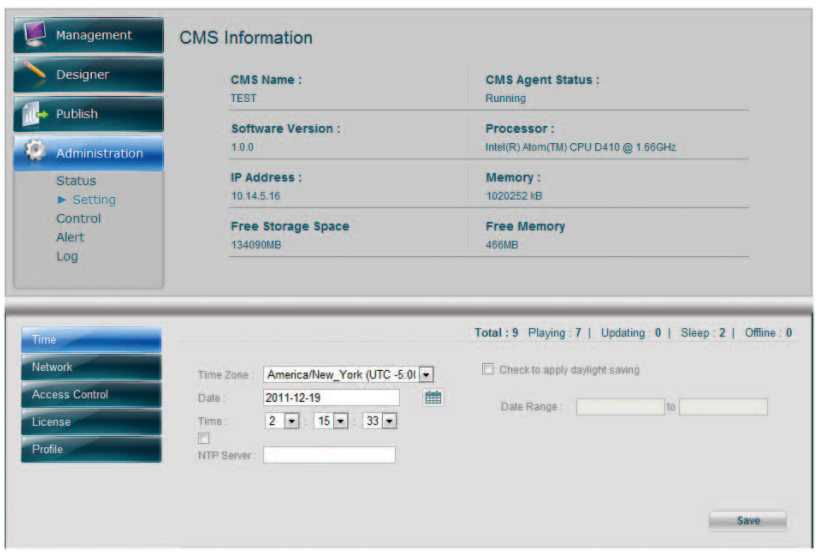


3.1.2 CMS Setting

CMS Setting allows user to configure different types of settings for the CMS, including Time, Network, Access Control, and License and Profile.

Configure Time Setting

- Click **"Time"** from the lower left panel
- From the **Time Zone** dropdown menu, select a specific time zone
- Select the **Date** and **Time**
- Check and enter NTP server IP if there's any
- Check to apply **Daylight Saving** setting if necessary
- Click **Save**



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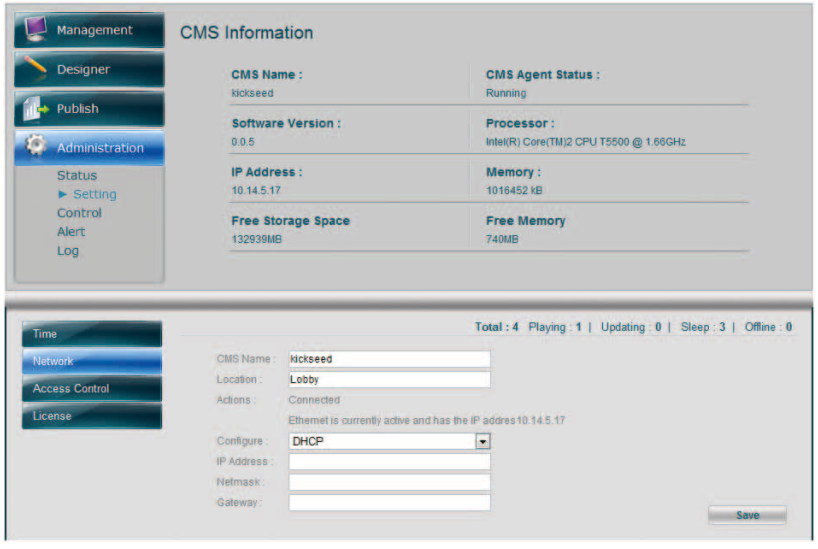
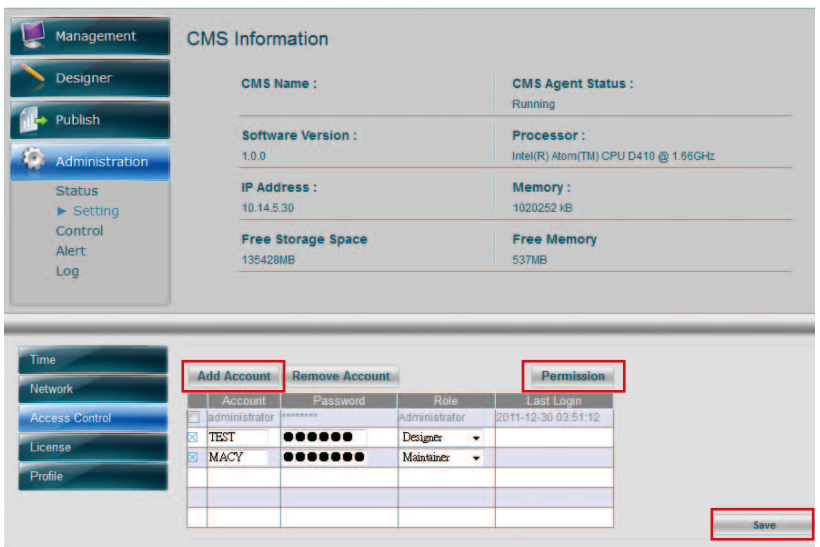
Configure Network Setting

- Click **"Network"** from the lower left panel
- Enter **CMS Name** and **Location** info
- By default, CMS is configure with a static IP
- Change to DHCP if necessary
- Click **Save**



Configure Access Control List

- Click **Access Control** from the lower left panel
- Click **Add Account** button
- Enter account name and password
- Select the role to be assigned to this account. You can click **Permission** to get an overview of each role functionality
- Repeat above steps to add more accounts
- Click **"x"** if you want to delete an account
- Click **Save** to save the setting



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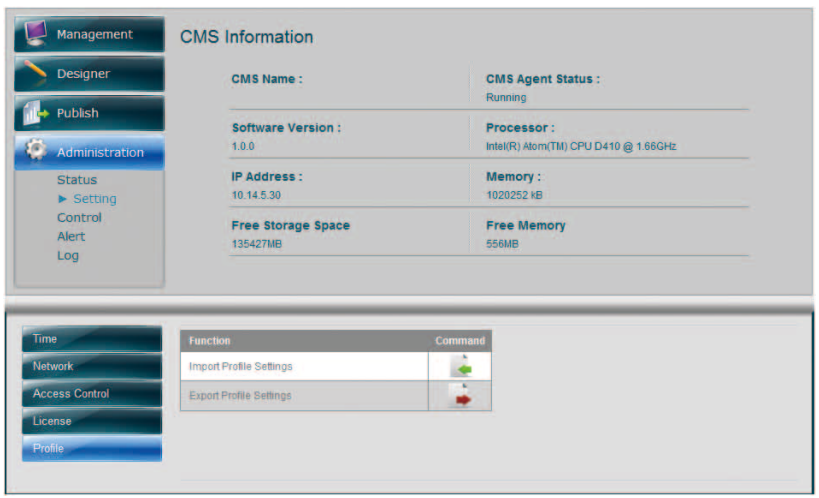
CMS Firmware Update

CMS Firmware Update function provides current installed software version and allows you to upgrade to a newer version by clicking **Firmware Update** button. You can view update process in the Process Manager table.

Import/Export Player Profile Settings

You can import an existing CMS Profile if you have deployed multiple PowerDigiS player systems which all share the same CMS configuration. The CMS Profile should have been saved somewhere in your local drive. You can also export current CMS profile setting for later use.



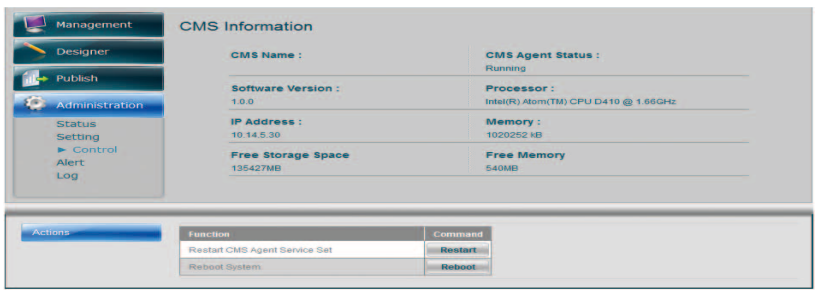
3.1.3 CMS Control

CMS Control function allows you to control CMS system, including Restart CMSAgent Service Set and Reboot System.

Performing CMS Actions

Follow below steps to perform CMS actions:

- Select **Control** under **Administration** menu
- Click **Actions** button on the bottom of the page
- Click **Restart** if you want to Restart CMSAgent Service Set
- Click **Reboot** to Reboot CMS System



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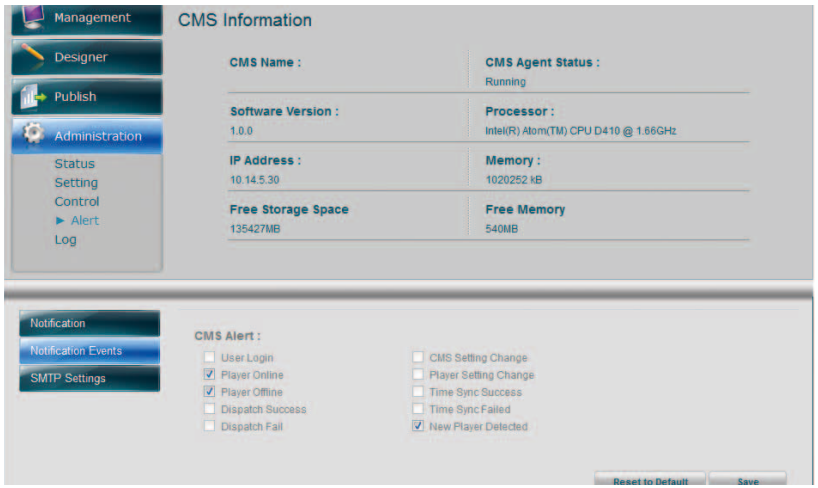
3.1.4 CMS Alert Setting

CMS Alert page allows you configure CMS Alert Setting as well as Alert Email Notification Settings.

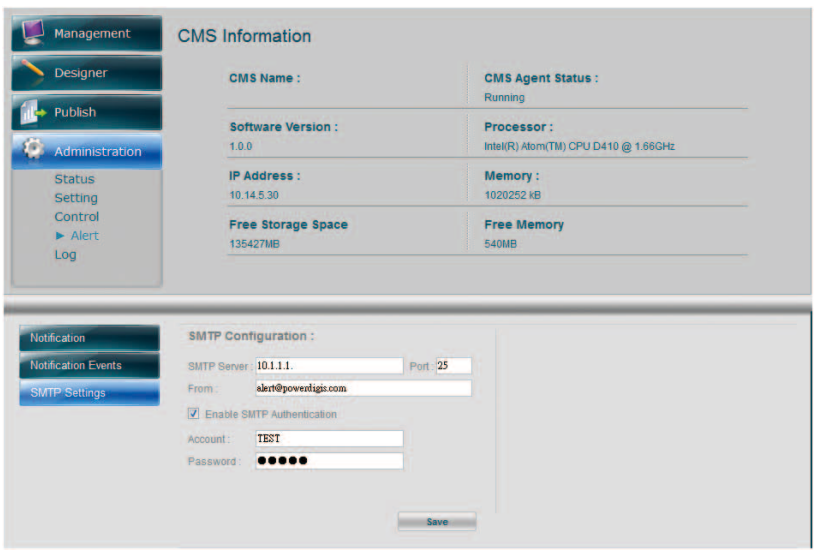


Configuring Alert Notification Event Settings

- Select **Alert** under **Administration** menu
- Click **Notification Events** button
- Check the CMS Alert Events you want to be notified.
- Click **Save** to save the settings.
- If you want to reset the settings back to the default, click **Reset to Default** button

Configuring Alert Email Notification Settings

- Click **SMTP Settings**
- Enter SMTP server relevant information
- Click checkbox if you want to Enable SMTP Authentication
- Type in Account name and Password
- Click **Save** to save the setting



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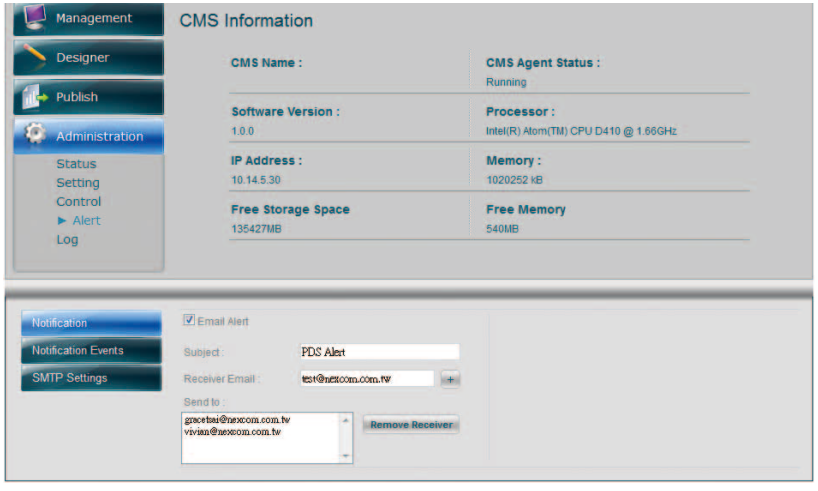
Enabling Alert Email Settings

- Select **Notification**
- Check **Email Alert** to enable email alert setting
- Enter the Subject of the Email Alert
- Type in the recipient's email address to have them receive the alert email
- Click to add the email recipients into the Send to List
- Highlight any email recipient email and click **Remove Recipient** if you want to remove it from the list



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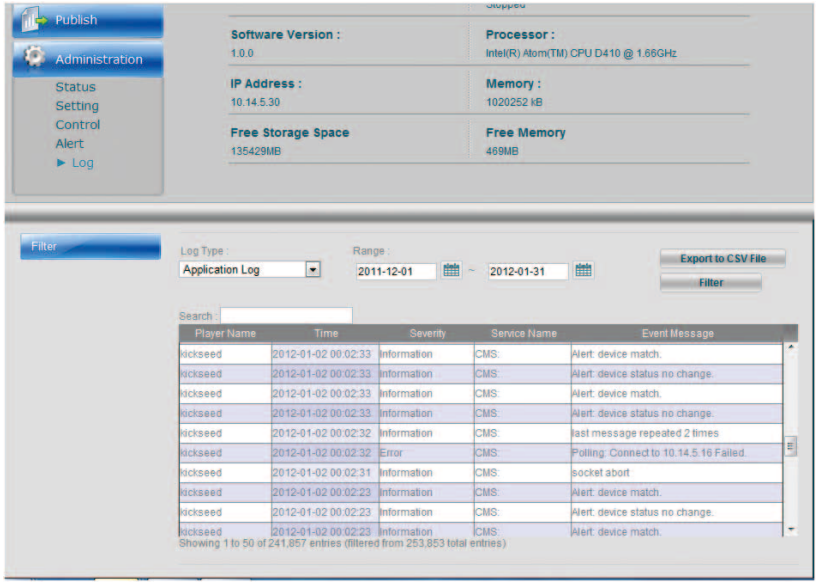
3.1.5 CMS Log

Log page provides you with important info on CMS application logs and system events. You can select to view all messages or just a particular type of message by filtering messages with a specified date range.

To view Application logs, follow below steps:

- Select **Log** under **Administration**
- From the Log Type dropdown menu, select Application Log
- Enter the date range to filter the log within a specific time period
- Click **Filter**. You can view the filtered log raw data appearing on the top of the page
- If you want to save the logs to your local machine, click **Export to CSV File** to export the logs into a csv file

Application log



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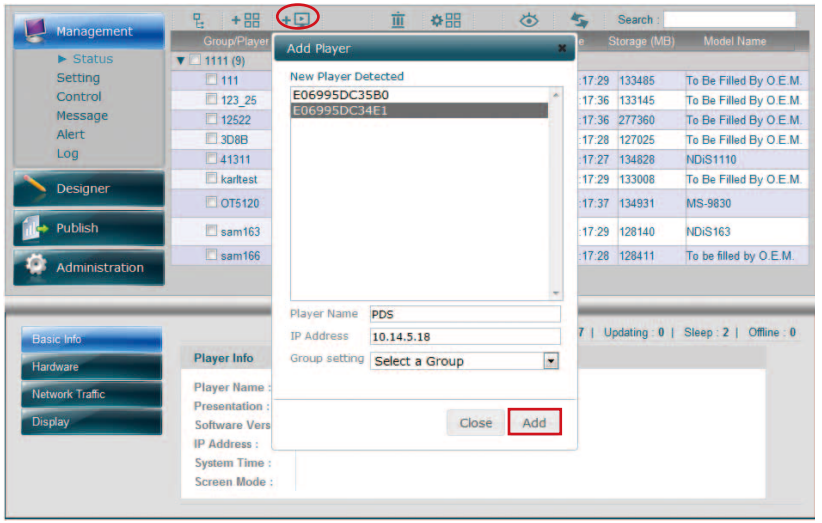
3.2 Add New Player

After you are done with the CMS administration setting, you can start to add new Players to CMS. Follow the below steps to add a new Player:

- Click **"Management"** in the left function panel to access Player Overview Page
- Click **"Add Player"** icon in the above
- Select the Player to be added in the Detected Players List or manually enter the Player name and IP in the below fields
- Select a group if you want to group this Player
- Click **"Add"**
- Then you will see the newly-added Player listed in the Player Overview Table



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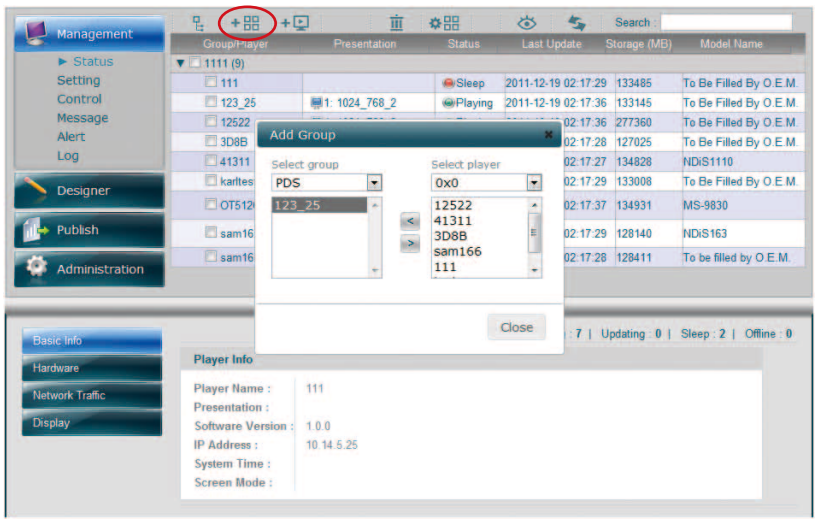
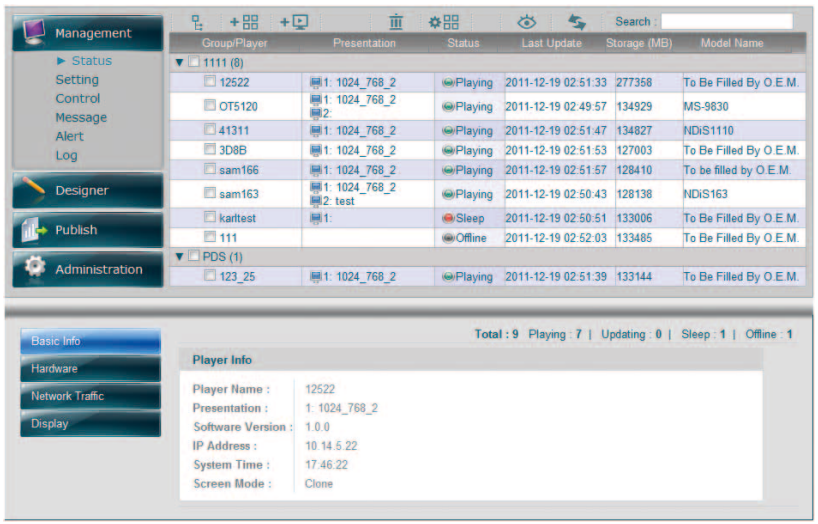
3.3 Add New Group

If you haven't created any group yet, follow these steps to add a new group:

- Click **"Add Group"** icon in the above tool bar
- From the Select Group dropdown menu, choose **New a Group** and enter the group name in the pop-up window
- If you want to add players to this newly-created group, simply select a player from the **Select Players** dropdown menu and click < to add the available players to the group



After you've added the player to the group, you can see them both listed in the Overview Table as below.



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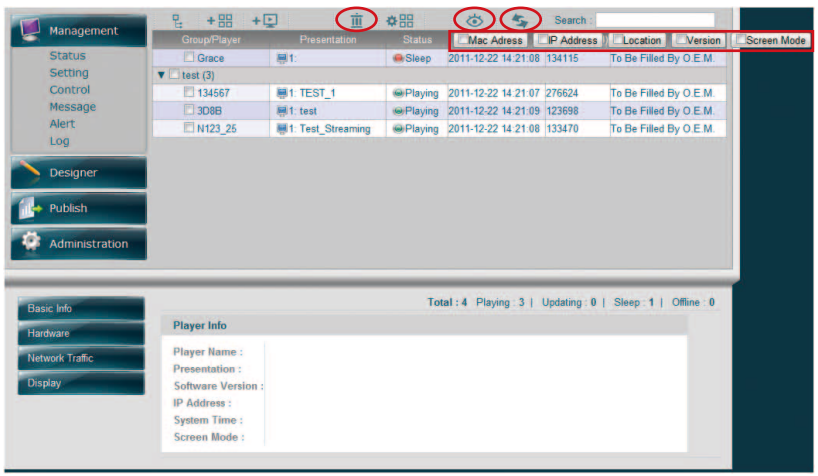
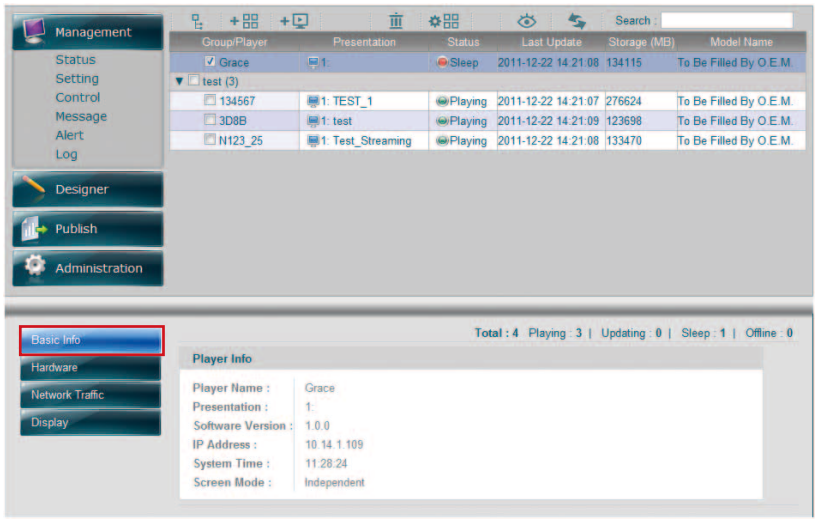
3.4 Player Status

You can view major info of Group/Player in the Player Overview Table, including Group/Player Names, Presentation, Status, Last Update, Storage(MB), Model Name, etc. To view more info, click to select the items to be listed in the table. Click to collapse or expand the table if necessary. If you want to delete a group or player, check the Group or Players and click to delete them. Click to refresh the page to keep the settings up-to-date.



In this page, you can also get a single Player info, including Basic Info, Hardware, Network Traffic and Display. Just highlight a specific Player in the Player Overview Table and click a specific button to view the info you need.

Basic Info of the Player includes Player Name, Presentation, Software Version, IP Address, System Time and Screen Mode.



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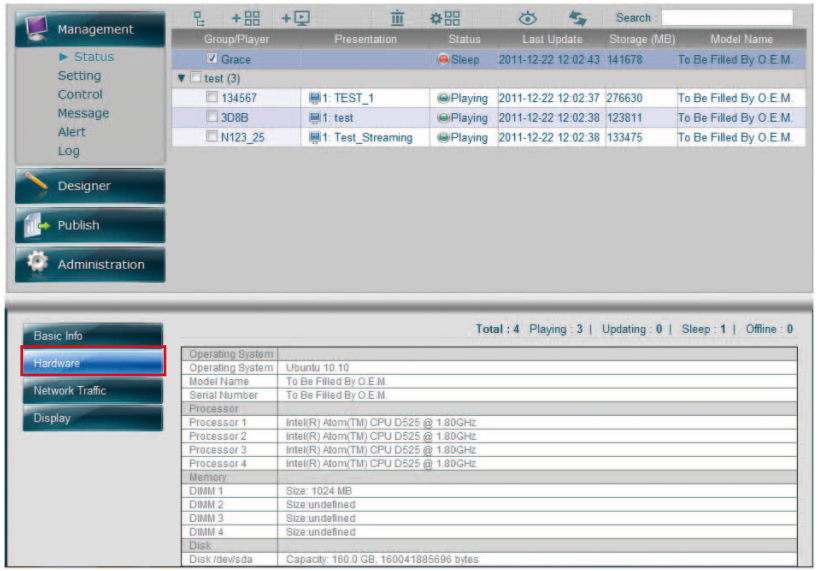
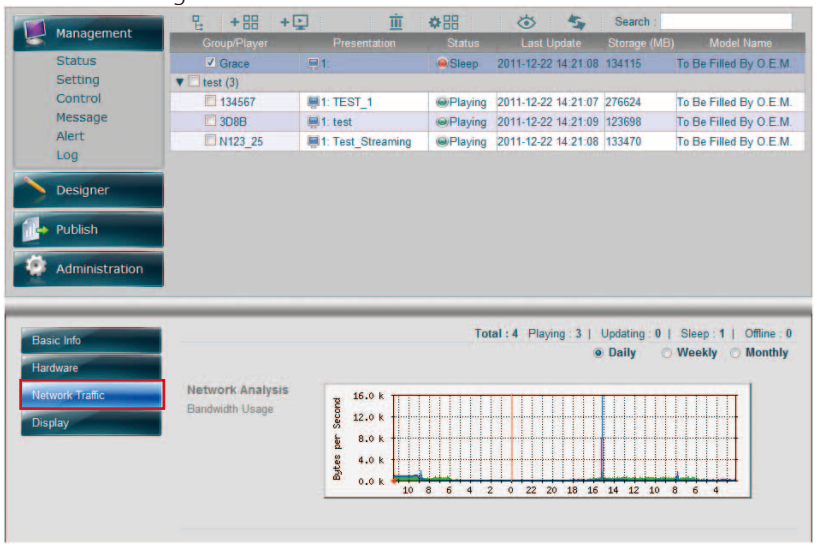
Hardware provides Player hardware configuration details.



Network Traffic provides daily/weekly/monthly Player network bandwidth usage info.



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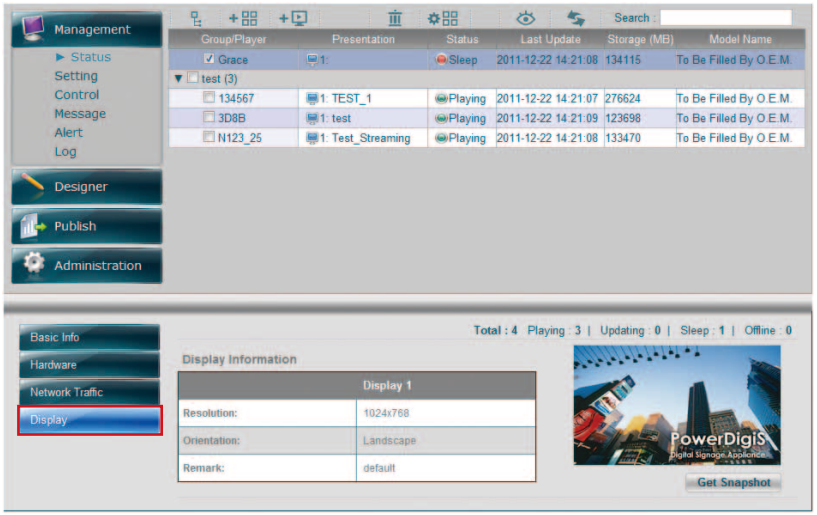
Display info provide current Player display settings as well as Snapshot function. User can click **Get Snapshot** button to view up-to-date status of Player display.



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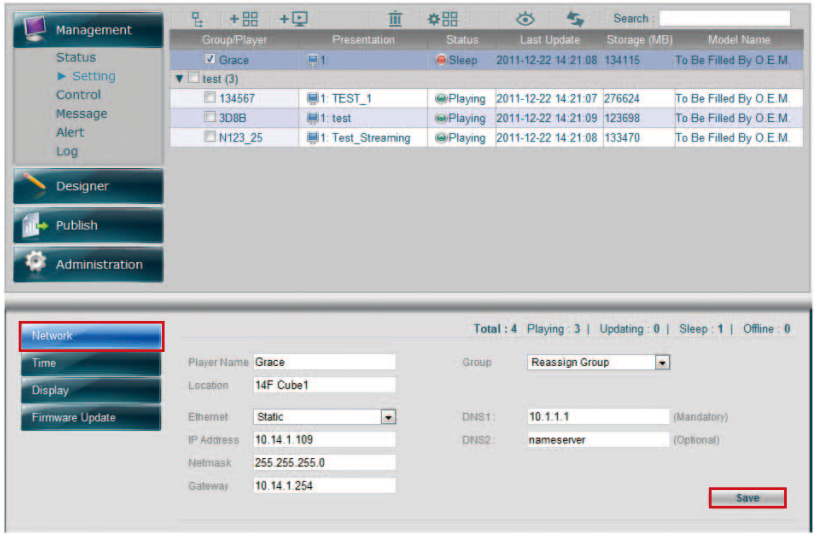
3.5 Player Setting

Player Setting allows you to configure different types of settings for single Player, including Network, Time, Display and Firmware Update.

3.5.1 Configure Network Setting



- Highlight a specific Player in the Overview Table
- Click **"Network"** from the lower left panel
- Enter Player name and location info
- Select Ethernet type: dhcp or static
- If you have selected static IP, manually enter DNS server IP
- From the Group dropdown menu, select a Group to re-assign the Player with
- Click **Save**

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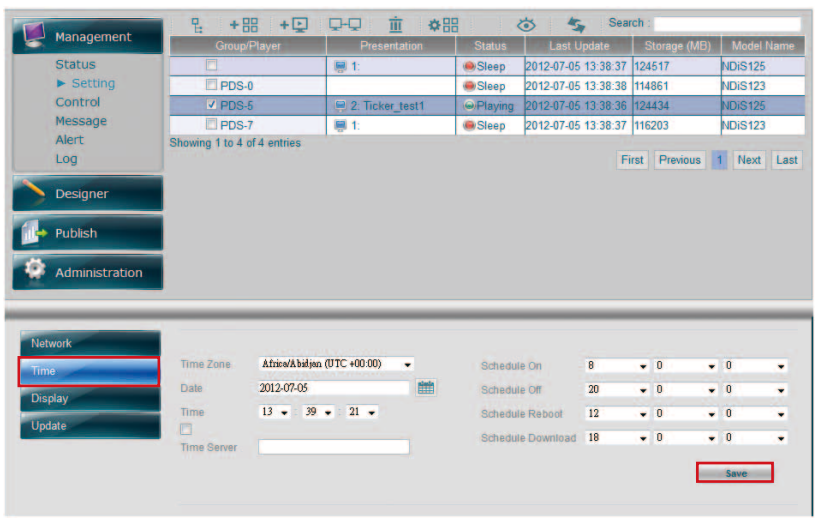
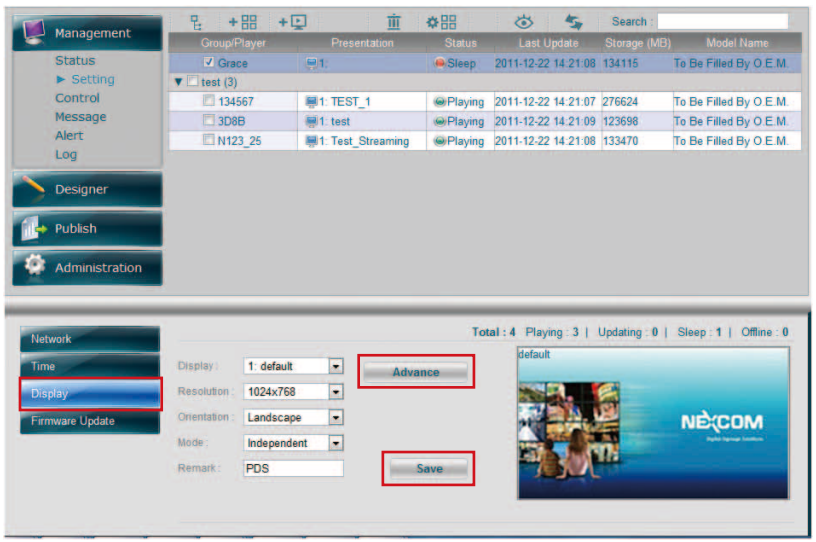
3.5.2 Configure Time Setting

- Click **"Time"** from the lower left panel
- Select Time Zone from the dropdown menu
- Select Date and Time from the calendar
- Check **Time Server** checkbox and enter time server info to configure a time server
- You can also set up daily time to automatically power on/off or reboot Player
- Schedule Download is another optional setting that allows you to configure specific time for Player to download the Presentation schedule dispatched from CMS
- Click **Save** when you finish all the settings



3.5.3 Configure Display Setting

- Click **"Display"** from the lower left panel
- The default settings of the attached display are displayed in this area.
- Change the settings for Display Resolution, Orientation and Mode if necessary
- Enter Remark info if necessary
- Click **Save**



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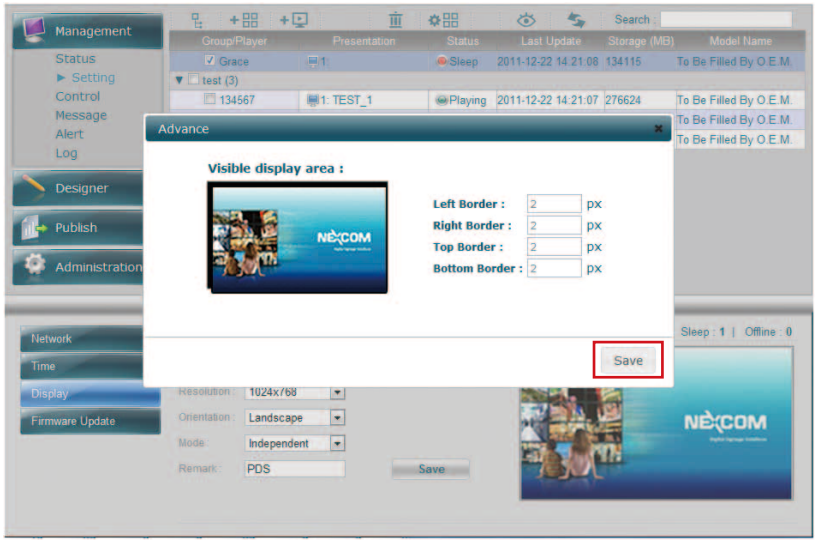
- Click **Advanced** button if you want to further set the border pixel size for visible display area
- Click **Save** to go back to basic Display Setting



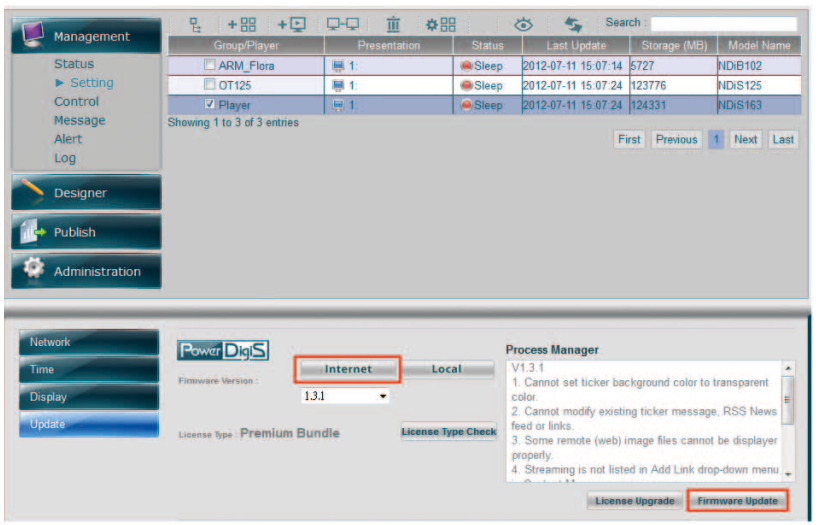
3.5.4 Update

If you want to update software firmware version or upgrade license type, you can go to **Update** to check out the available newer firmware versions/license types and perform the update/upgrade.

Firmware Update

To update to a newer firmware version, follow the below steps:

- For online update, click **Internet** to check out available firmware versions.
- Select a specific version you want to update to and then click **Firmware Update**. Note: You can only select a "newer" version for update.



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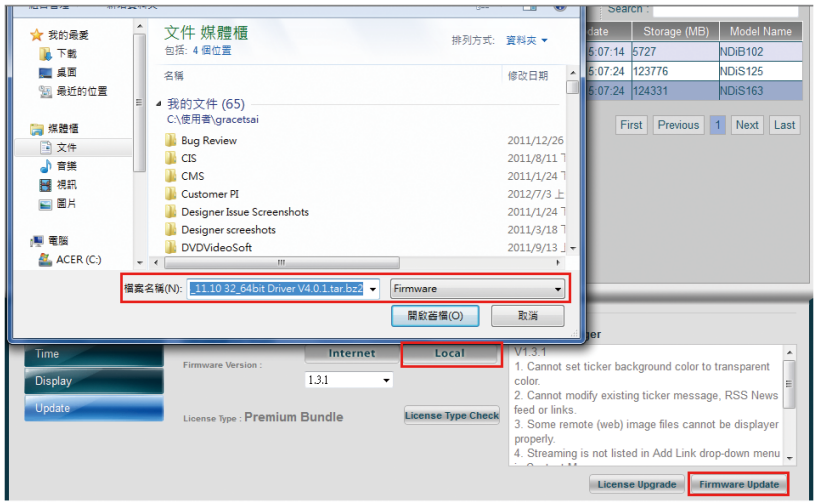
- For offline update, click **Local** to browse the firmware update patch files saved in your local server and then click **Firmware Update**. Note: You may request a firmware update patch from Nexcom sales if there's no network in your environment.



- For group firmware update, check a specific group and repeat the above steps

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License Upgrade

Currently there are three licensing packages for PDS user to choose from:

- Free Bundle – Free purchase. Supports free media playback codec.
- Basic Bundle (Content Playback) – Includes various media codec, TV tuner and streaming protocols support.
- Advanced Bundle (Event Trigger) – Integrates with Event Trigger functions, including touch and GPS interactive presentation design.

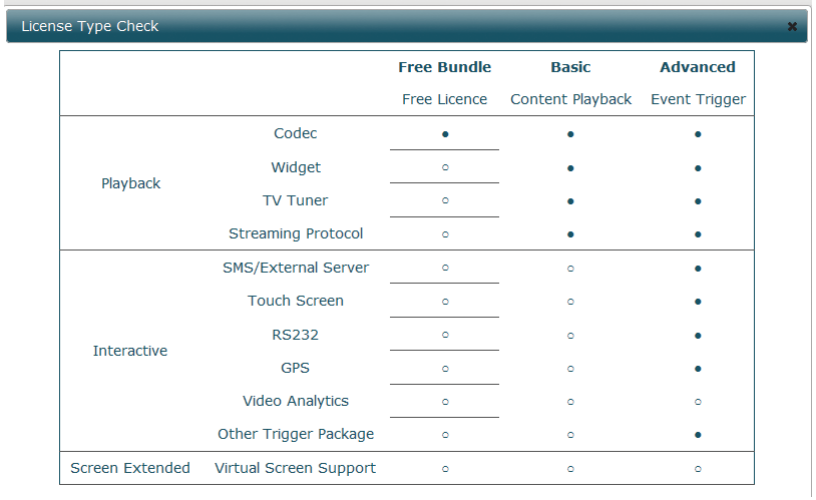
Please contact Nexcom sales if you wish to change/upgrade your Player license. After your request has been confirmed, you can do online license upgrade through Player management console or offline upgrade.

Online License Upgrade

Follow below steps to upgrade Player license:

Step 1. Click **Update**. You can see the current license type for the Player

Step 2. Click **License Type Check** if you want to check special features each license has to offer



		Free Bundle	Basic	Advanced
		Free Licence	Content Playback	Event Trigger
Playback	Codec	•	•	•
	Widget	○	•	•
	TV Tuner	○	•	•
	Streaming Protocol	○	•	•
Interactive	SMS/External Server	○	○	•
	Touch Screen	○	○	•
	RS232	○	○	•
	GPS	○	○	•
	Video Analytics	○	○	○
	Other Trigger Package	○	○	•
Screen Extended	Virtual Screen Support	○	○	○

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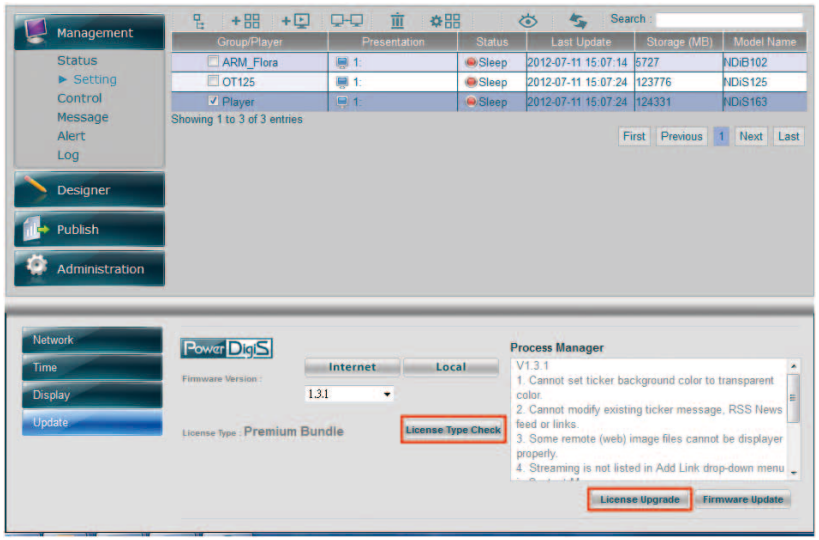
Step 3. Click **License Upgrade** to upgrade Player license type.



Offline License Upgrade

If there is no network setting configured for your Player, please contact Nexcom sales for offline license upgrade procedure.

3.6 Group Setting

To configure the basic settings for a group of Players at one time, follow the below steps:

Step 1. Check a specific group in the Player Overview Table

Step 2. Click "Group Setting " button on the top

Step 3. From the pop-up window, click **Display** tab

Step 4. Check **Change Display Setting**.

Step 5. From each setting dropdown menu, select the new settings to be applied to this group

Step 6. Click **Apply** for the new settings to take effect

Step 7. Repeat Step 2-6 to change **Network** and **Time** settings for the group

After you are done with the Player/group settings, you can proceed to Designer to create your own presentation.

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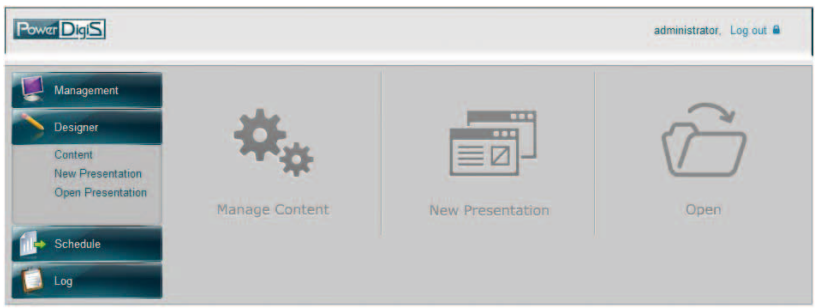
3.7 Creating a Presentation

3.7.1 Designer Wizard

Designer Wizard allows user to manage content files, create a new Presentation or edit an existing Presentation.



3.7.2 Manage Content

Click **Manage Content** to add new content files or manage the content files you previously created.

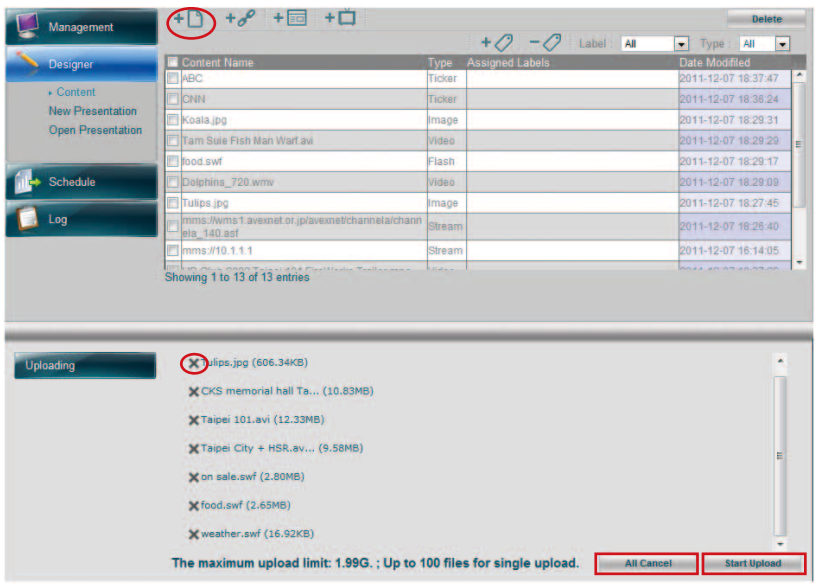
Add Content from you local server

Step 1. Click **"Add Content"** icon at the top of the page

Step 2. Select any multimedia content file from your local storage. The maximum upload limit is 1.99G and you can upload up to 100 files for single upload.

Step 3. You can click **"x"** next to delete any content file or click **All Cancel** button to delete all the selected files

Step 3. Click **Start Upload** to upload the files



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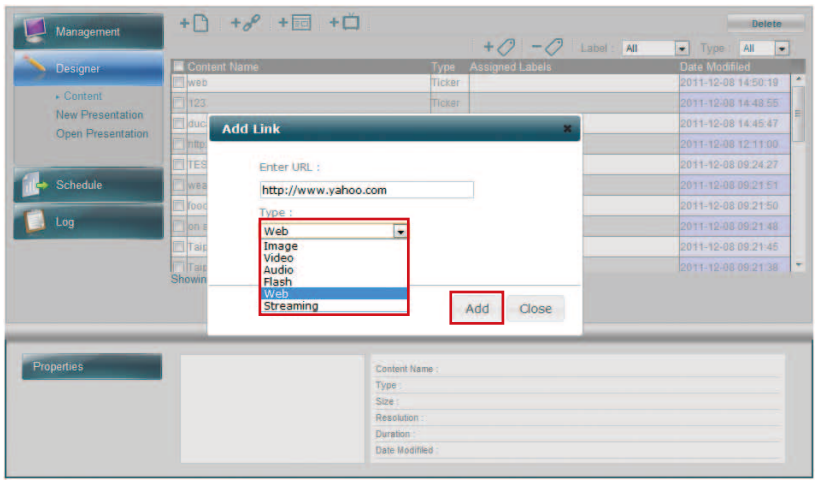
Add URL link

Step 1. Click **"Add Link"** icon at the top of the page

Step 2. Enter the URL link

Step 3. From the dropdown menu, select the URL type. Currently we support Image, Video, Audio, Flash, Web and Streaming file formats.

Step 4. Click **Add** to add the link



Add Ticker

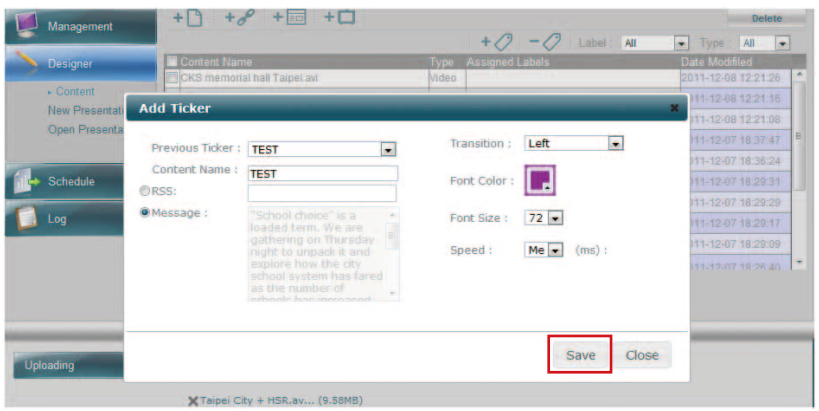
Step 1. Click **"Add Ticker"** icon on the top

Step 2. Enter the name of the ticker in the **Content Name** field

Step 3. You can either enter a RSS link or create your own message content.

Step 4. Select the Transition effect, Font Color and Size and Speed for the ticker

Step 5. Click **Save**



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Add TV Channel

If you have purchased Nexcom TV Scanner Module, you can use TV Channel Setting Tool to scan TV Channels and manage your favorite channel list. Below steps will show you how to configure your TV channel setting:

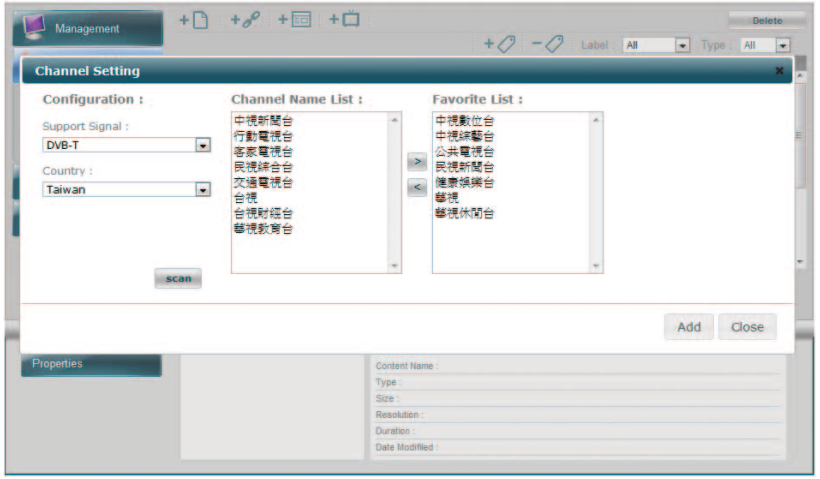
Step 1. Select the compatible signal from Support Signal dropdown menu. You can only select one signal at a time.

Step 2. Select the country where the player is located. The corresponding TV format will be automatically detected based on the TV signal and country selected.

Step 3. Click **Scan**. The scanned TV channels will be listed in the Channel List.

Step 4. You can add specific channels to your favorite channel list by highlighting the channel and clicking > .

Step 5. Click **Add** to allow your TV channel setting to take effect.



After the content files are created, you can see them listed in the content table. Follow the below steps to further label the content files if necessary:

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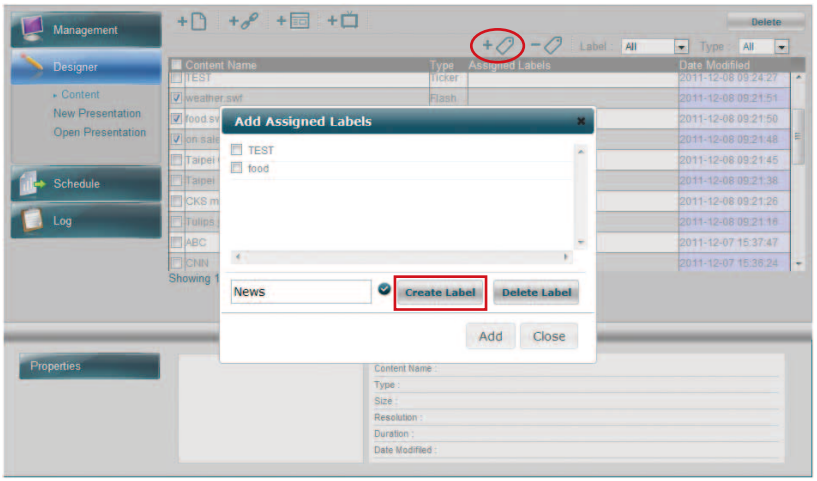
Add Labels

Step 1. From the content table, select the files to be labeled

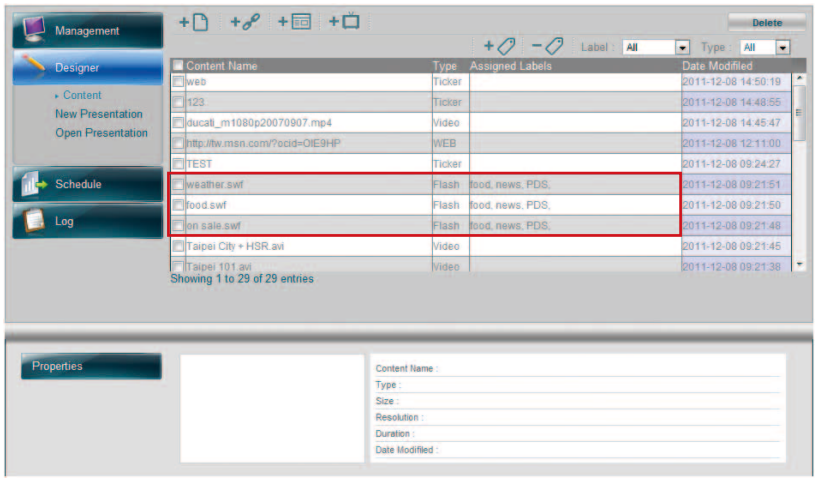
Step 2. Click **"Add Labels"** icon at the right top of the content table

Step 3. In the pop-up window, enter a new label name and click **Create Label** button

Step 4. Repeat Step 3 to create more labels



Step 5. From the label list, select one more labels to be assigned to previously selected content files. Click **Add**. You can see the assigned labels listed in the content table.



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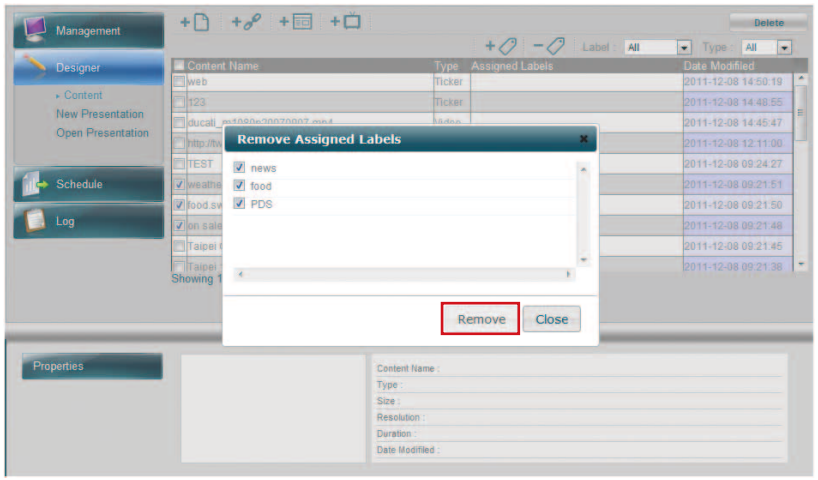
Remove Labels

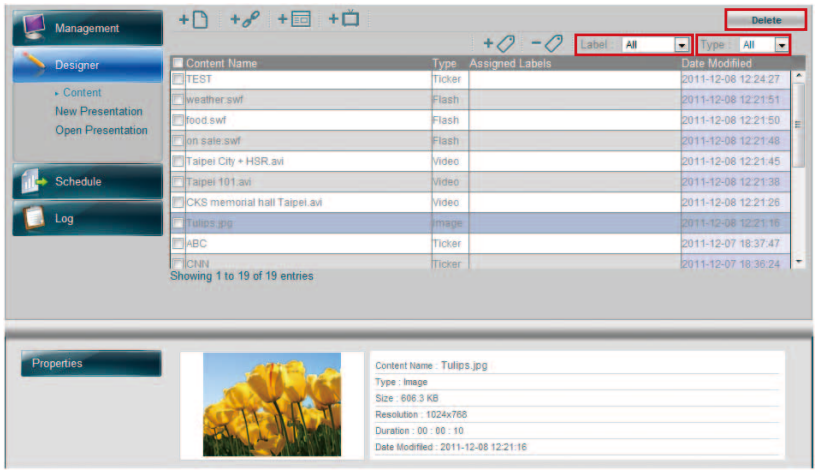
Step 1. From the content table, select the files to be un-labeled

Step 2. Click **"Remove Labels"** icon at the right top of the content table

Step 3. From the label list, select the labels to be removed. Click **Remove** button.



You can also choose to filter the files by label or file type. If you want to delete a file, click **Delete** button at top-right of the page.



After you have done with content management, next you can proceed with creating a new presentation or editing an existing presentation.

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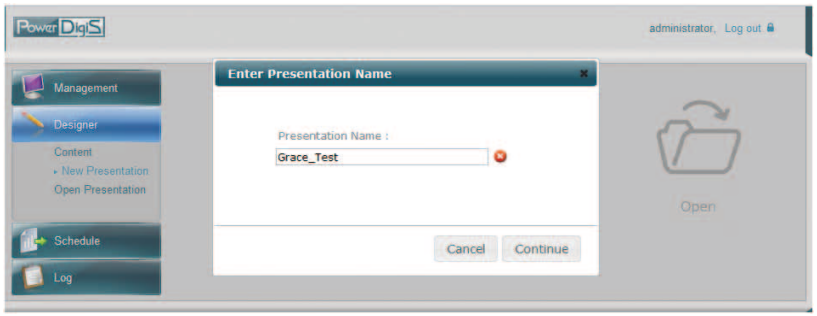
3.7.3 Creating/Editing a New/Existing Presentation

Creating a New Presentation

Step 1. Select **"New Presentation"**

Step 2. Enter **Presentation Name** and click **Continue**

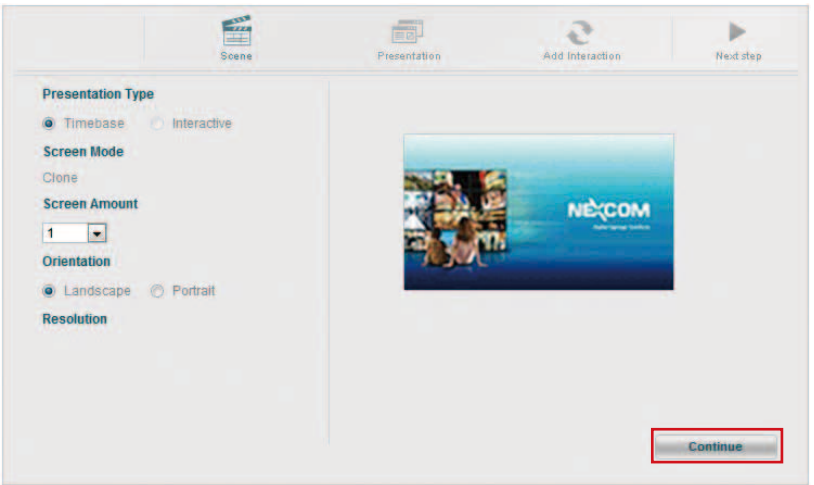


Step 3. Select **Presentation Type** (We will use time-based here as an example)

Step 4. Select **Screen Amount**. You can select up to 4 screens (We will use single screen here as an example)

Step 5. Select **Orientation** (Landscape or Portrait)

Step 6. Click **Continue** to enter **Scene Editor** page



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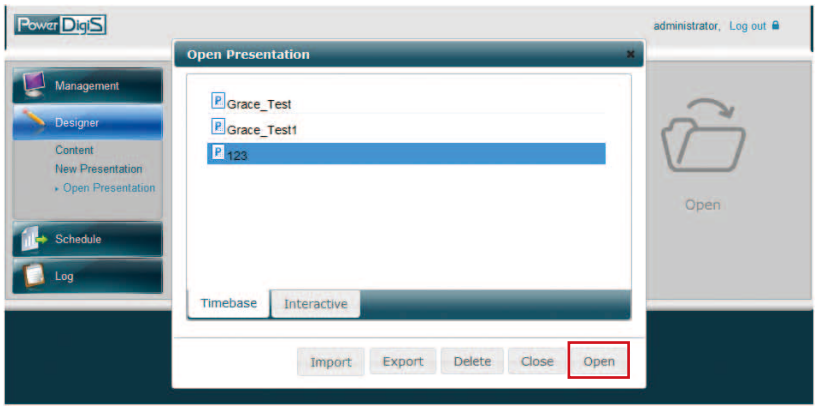
Editing an existing presentation

Step1. Select **"Open"**.

Step2. Select an existing presentation and click **Open** to directly go to Scene Editor to edit your presentation



3.7.4 Scene Editor

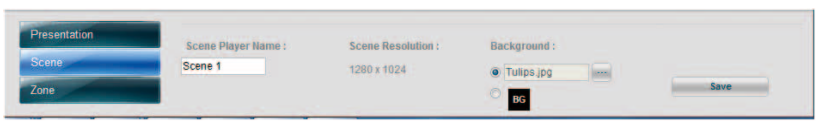
In Scene Editor, you can either create your own scenes with up to 9 zones in each Scene or simply choose scenes from the Default Templates that best fit your layout design.

Step 1. Click **Add Scene** icon

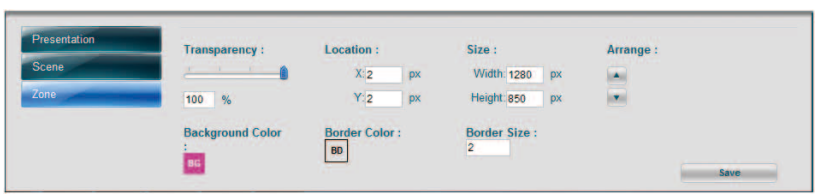
Step 2. Click **Add Zone** icon to draw the first zone

Step 3. Repeat Step 1 & 2 to create more scenes and zones

Step 4. You can do further scene settings (Name your scene, change the background image or color for your scene) by going to Scene properties on the bottom of the page.



Step 5. You can adjust the zone size by either dragging the zone or go to the Zone properties at the bottom of the page to do more further settings.



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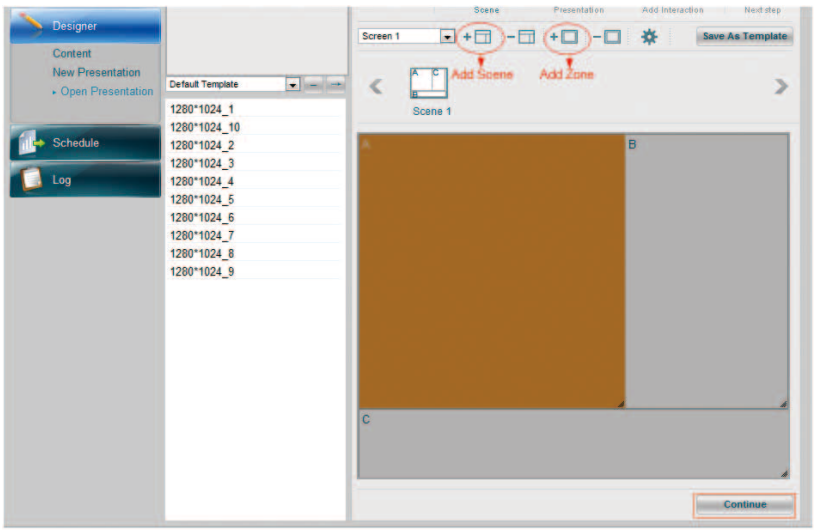
Step 6. Click **Delete Scene** and **Delete Zone** icons to delete scenes/ zones if necessary

Step 7. Click **"Save As Template"** if you want to save the scene for future use

Step 8. Click **Continue** to continue your content design



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3.7.5 Content Design

In Content Design page, you can easily drag & drop single or multiple media content files to each zone and adjust the content playback duration as desired. Here we will show you how to add the contents to the layout you just created.

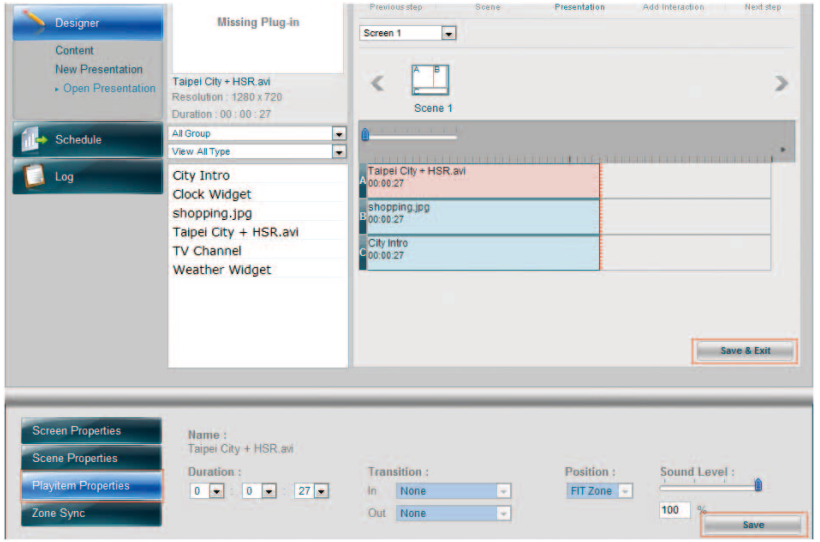
Add Contents to Zones

Step 1. From the **Content List**, select a video file previously created and drag & drop to A zone

Step 2. Select the image file previously created and drag & drop to B zone

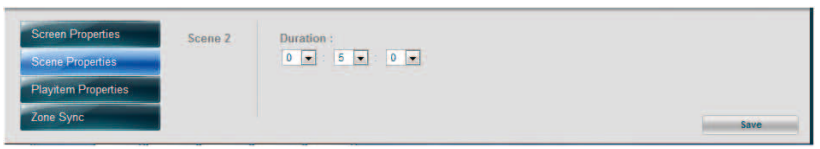
Step 3. Select the ticker previously created and drag & drop to C zone

Step 4. Adjust the content playback duration in each zone by dragging the file with the mouse. Or manually enter the duration of each playitem in the **Playitem Properties**.



Step 5. Repeat Step 1-4 to add more contents to the zone. Please note you can only add the same type of contents in each zone.

Step 6. You can check the total duration of your scene in S**cene Properties** at the bottom of the page.



Step 7. Click **Save & Exit** to finish content design

Step 8. Next select **Schedule** from the left function panel to schedule your Presentation

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3.8 Publish Presentation

3.8.1 Scheduling Presentation

You can create multiple schedules, drag and drop to schedule your presentations or single playlist hourly, daily, monthly, annual as well as any specific time. Below is an example to show you how to create a new schedule and how to schedule the Presentation from 0:00 to 23:00 with daily playback until the date you specify.

Step 1. Click **"New Schedule"** icon on the top

Step 2. Enter the schedule name and click **Confirm**. The newly-added schedule will be listed in the **Schedule List**.

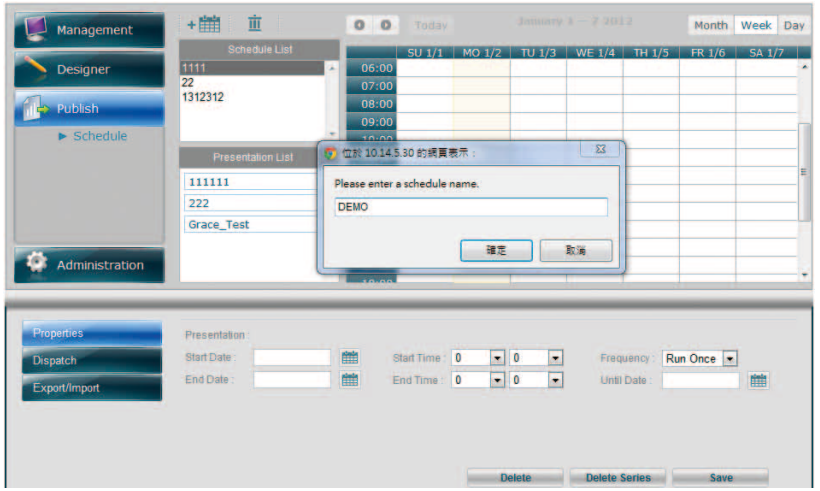
Step 3. From the **Presentation List**, select the presentation previously created and then drag & drop to the specific time slot on the right table

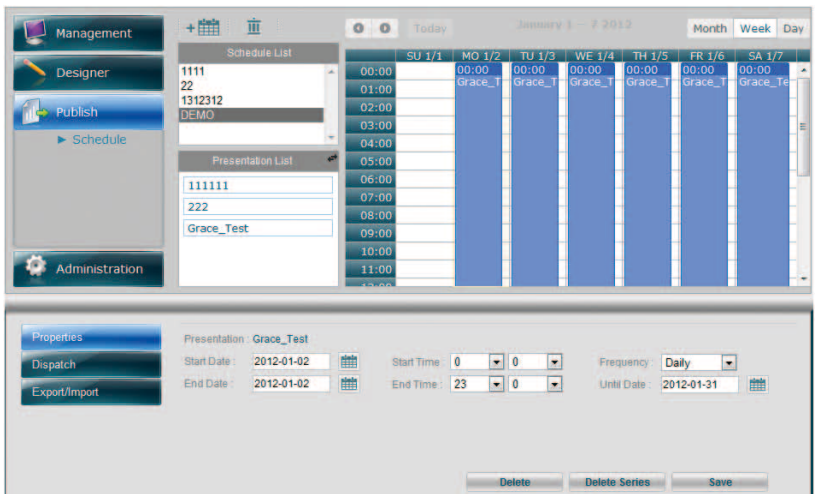
Step 4. Drag down the bar to adjust the presentation playback duration. Or select Presentation **Start Date, End Date** (2012-01-02), **Start Time** and **End Time**. (0:00-23:00) in **Schedule Properties** below.

Step 5. Select "**Daily"** for playback frequency of the Presentation

Step 6. Then select the date (2012-01-31) you want the frequency to end

Step 7. Click **Save** to save your schedule





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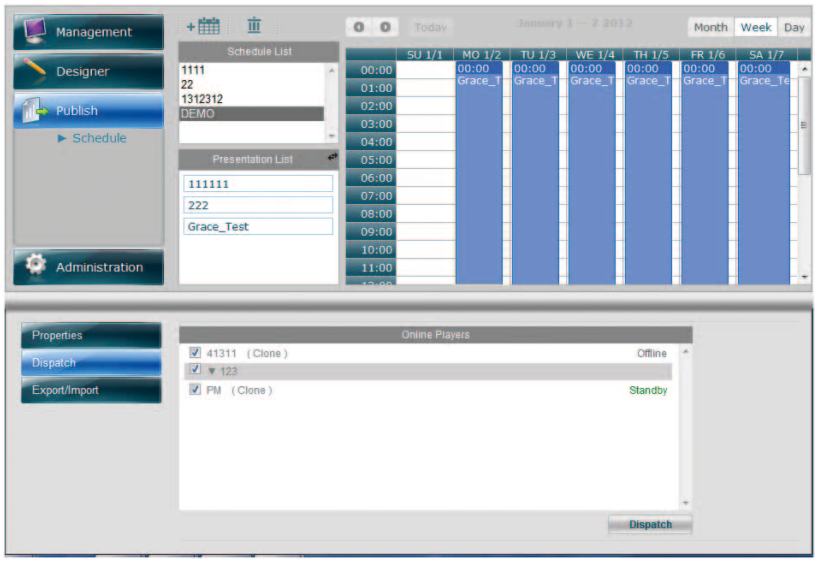
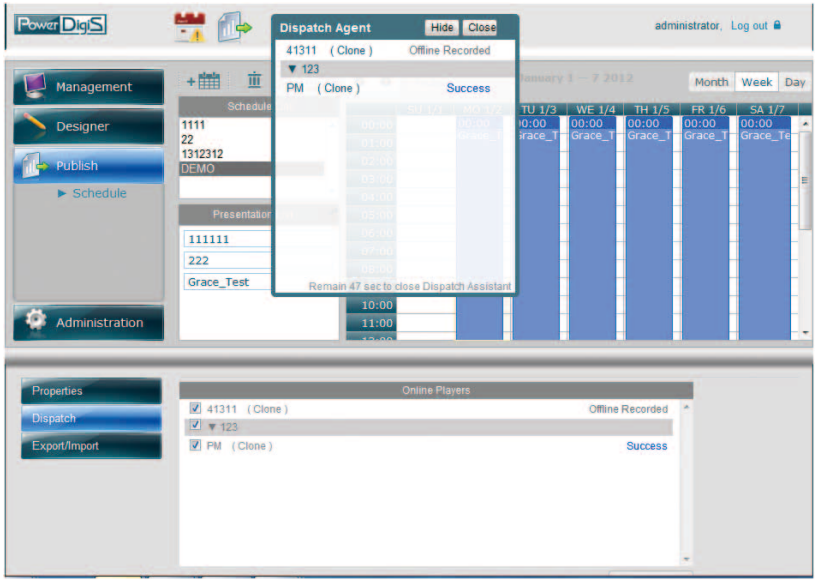
3.8.2 Dispatching Presentation

After you've finished scheduling your presentations, follow the below instructions to dispatch your schedules to Players:

Step 1. Click **Dispatch** from the lower left panel. You will see all the online players listed on the right column.
Step 2. Select the display(s) of the players you want to dispatch the schedule to



Step 3. Click **Dispatch** button. The dispatch status will be shown shortly (success or failed)



The Players will then play the presentation according to the preset schedule.

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3.9 Other Functions

3.9.1 Player Control

Player Control function allows you to control single Player system, including Restart Service, Reset to Factory Default, Reboot System, configure RS232 Command setting and schedule control.

Performing Player Actions

Follow below steps to perform Player actions:

Step 1. Highlight a specific Player in the Player Overview Table

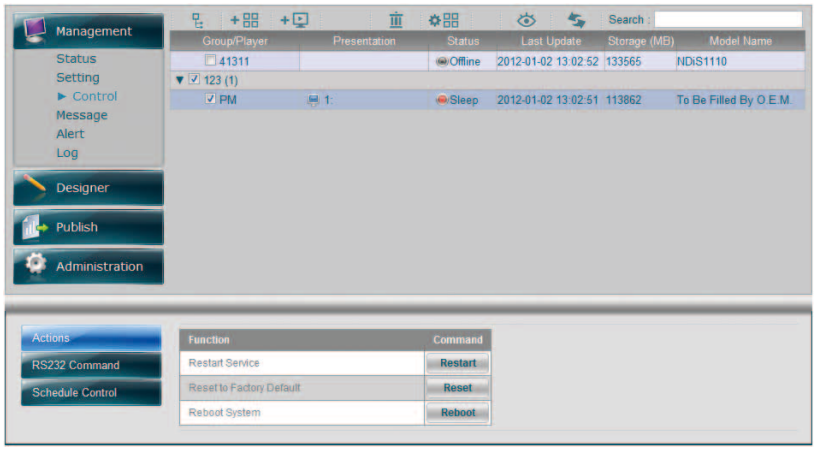
Step 2. Select **Control** from the Management sub menu

Step 3. Click **Actions** button on the bottom of the page

Step 4. Click **Restart** if you want to Restart Player Service

Step 5. Click **Reset** if you want to Reset Player to Factory Default Settings

Step 6. Click **Reboot** to Reboot Player System



Configuring RS232 Command

Follow below steps to configure RS232 command:

Step 1. Click **RS232 Command**

Step 2. Enter the name of RS232 command

Step 3. Enter the command

Step 4. From the **COM Port** dropdown menu, select the COM port to be used

Step 5. From the **Baud Rate** dropdown menu, select the baud rate to be used

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Step 6. From the **Data Bits** dropdown menu, select the data bits to be used

Step 7. From the **Parity Control** dropdown menu, select the parity control type to be used

Step 8. From the **Stop Bits** dropdown menu, select the stop bits to be used

Step 9. Click **Save**.

Step 10. After you complete all the required setting for RS232 command configuration, click TEST to verify if the RS232 command configuration works

Configuring Schedule Control

Follow below steps to configure schedule control:

Step1. Click **Schedule Control**

Step2. Click **Stop** to stop currently playing schedule on Player

Step3. Click **Play** to resume the stopped schedule if necessary

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3.9.2 Player Message

If you need to display urgent message on the player monitor screen, the Player Web Management Console allows you to send quick emergency and notification messages to the Player through signage network in a short time without the need to walk through the presentation design and scheduling process.

This feature can be applied to broadcast news, emergency message, new advertisement or product promotion information at any given time.

Composing Emergency Message

Follow below steps to compose an instant Emergency Message:

Step 1. Highlight a specific Player in the Player Overview Table

Step 2. Select **Message** Under **Management** menu

Step 3. Click **Emergency Message** button

Step 4. Enter the **Title** name you want to save with this message

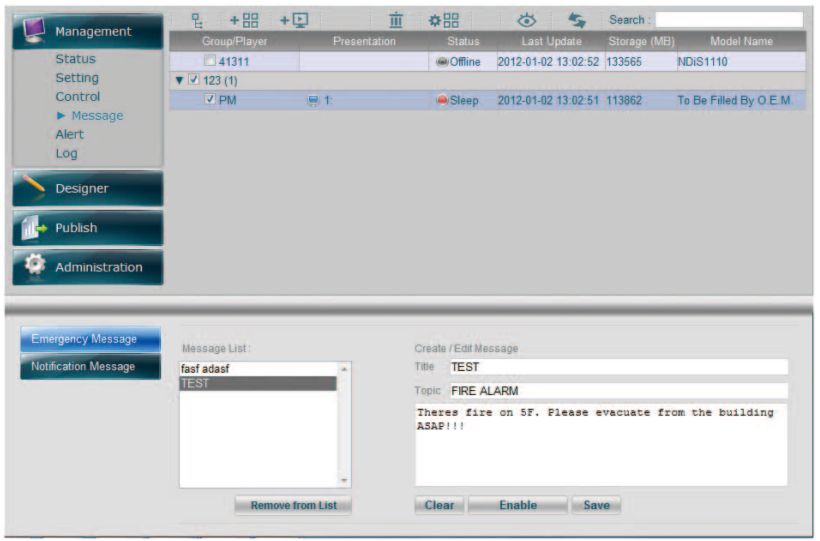
Step 5. Enter the **Topic** name for this message

Step 6. Enter the message content

Step 7. Click **Save** to save the message to the Message List

Step 8. Click **Enable** to post the message to the Player display immediately.

Step 9. Click **Disable** if you want to remove the message from the display



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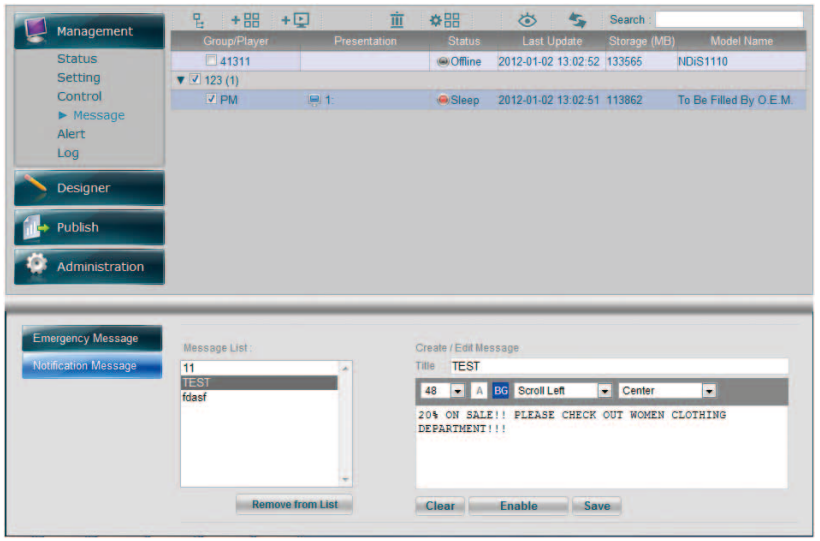
Composing Notification Message

Follow below steps to compose an instant Notification Message:



Step 1. Select **Message** Under **Management** menu

Step 2. Click **Notification Message** button

Step 3. Enter the **Title** name you want to save with this message

Step 4. Enter the message content

Step 5. Select the font size, color, animation effect and where the message should appear on the display. You can select Top, Center or Bottom.

Step 6. Click **Save** to save the message to the **Message List**

Step 7. Click **Enable** to post the message to the Player display immediately.

Step 8. Click **Disable** if you want to remove the message from the display

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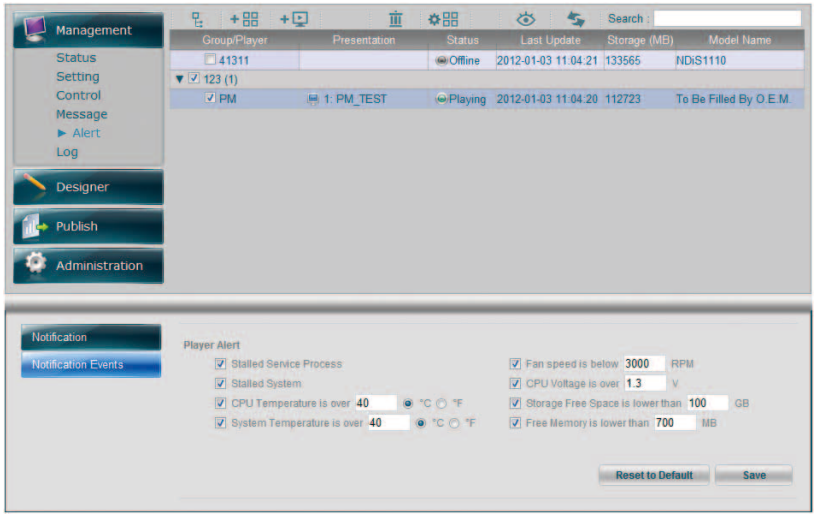
3.9.3 Player Alert

Player Alert page allows you configure Player Alert Setting as well as Alert Email Notification Settings.



Configuring Alert Notification Event Settings

Step 1. Select **Alert** under **Management** menu

Step 2. Click **Notification Events** button

Step 3. Check the Player Alert Events you want to be notified. Enter the normal value range for the Events.

Step 4. Click **Save** to save the settings

Step 5. If you want to reset the settings back to the default, click **Reset to Default** button

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Enabling Alert Email Settings

Step 1. Select **Notification**

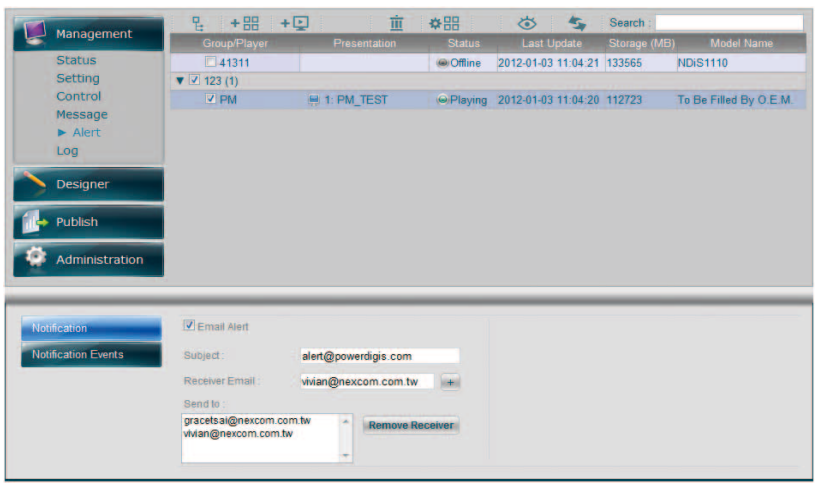
Step 2. Check **Email Alert** to enable email alert setting

Step 3. Enter the Subject of the Email Alert

Step 4. Type in the recipient's email address to have them receive the alert email

Step 5. Click + to add the email recipients into the Send to List

Step 6. Highlight any email recipient email and click **Remove Recipient** if you want to remove it from the list



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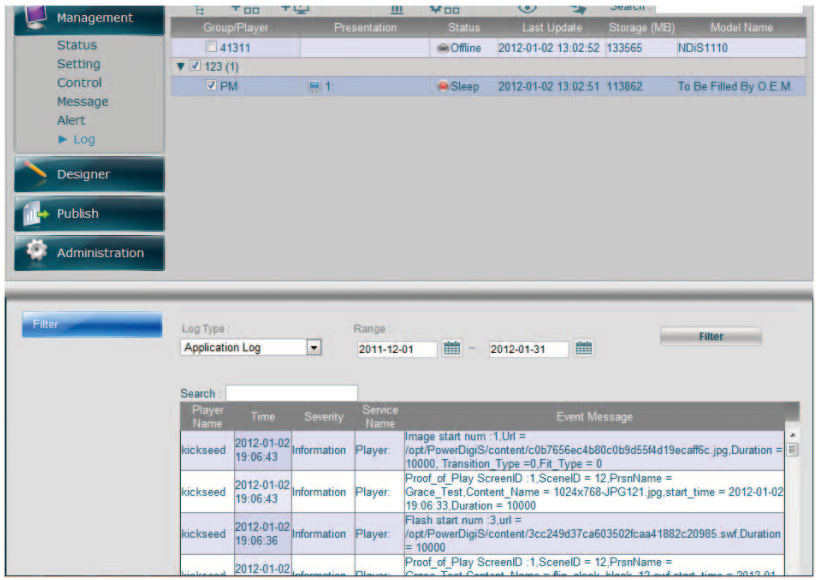
3.9.4 Player Log

Log page provides you with information on different types of Player Logs, including Application Log and Proof of Play messages. You can select to view all messages or just a particular type of message by filtering messages with a specified date range.



Application Logs

Application Logs provide you with important info on specific Player application and system events.

To view Application logs, follow below steps:

Step 1. Highlight a specific Player in the Player Overview Table

Step 2. Select **Log** under **Management** menu

Step 3. From the Log Type dropdown menu, select Application Log

Step 4. Enter the date range to filter the log within a specific time period

Step 5. Click **Filter**. You can view the filtered log raw data appearing on the top of the page

Step 6. If you want to save the logs to your local machine, click **Export to CSV File** to export the logs into a csv file

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Proof of Play

Proof of play is the term used in digital signage to record presentation playback summary and raw play logs which keep track of what content file was played as well as the date and time when it was played and the playback duration.

To view proof of Play logs, follow below steps:

Step 1. From the **Log Type** dropdown menu, select Proof of Play

Step 2. Refer to Step 3-5 in **Viewing Application/System Event Logs** to filter and export the log to you local machine

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Chapter 4: Interactive Presentation Design

4.1 Interactive Presentation Design

Our Designer not only allows user to create a time-based presentation, but also gives user flexibility to create an interactive presentation using Event Trigger tree list. With this feature, you can predefine different trigger methods and correspondingly triggered events for your presentation. Currently we support touch and GPS events.

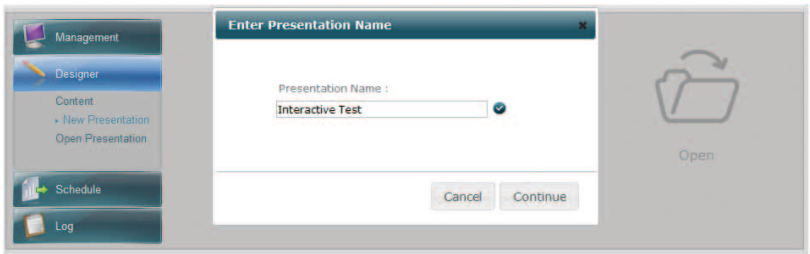
Below are steps that show you how to create these specific triggered events.

4.1.1 Interactive Presentation Design

Access Control List provides role based access control for high security of Player Management Console. Follow below steps to create an account:

Step 1. Open **Designer** and select **"New Presentation"**

Step 2. Enter **Presentation Name** and click **Continue**



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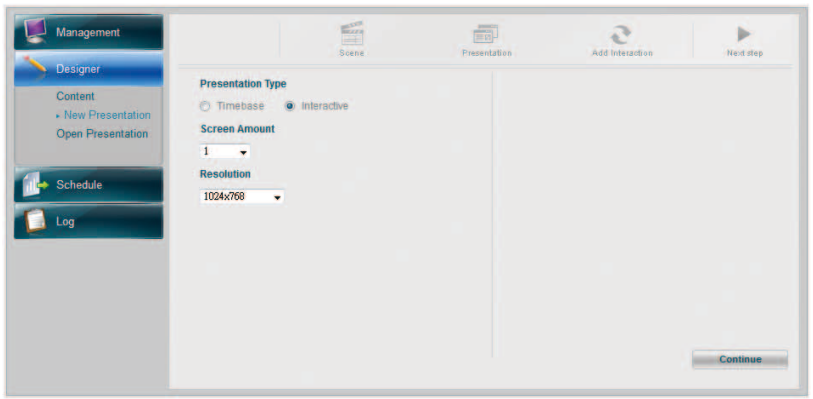
Step 3. Select Interactive for **Presentation Type**

Step 4. Select **Screen Amount**. You can select up to 4 screens (We will use single screen here as an example)

Step 5. Click **Continue** to enter **Scene Editor** page



4.1.2 Scene Editor

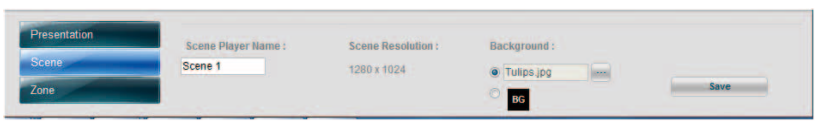
In Scene Editor, you can either create your own scenes with up to 9 zones in each Scene or simply choose scenes from the Default Templates that best fit your layout design.

Step 1. Click **Add Scene** icon

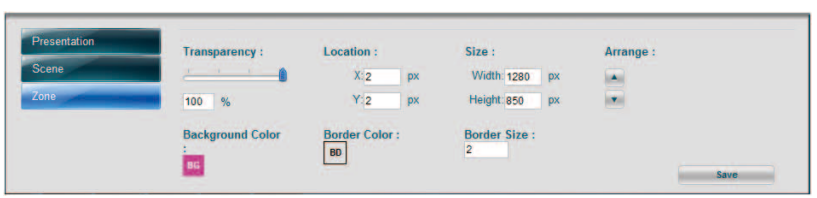
Step 2. Click **Add Zone** icon to draw the first zone

Step 3. Repeat Step 1 & 2 to create more scenes and zones

Step 4. You can do further scene settings (Name your scene, change the background image or color for your scene) by going to Scene properties on the bottom of the page



Step 5. You can adjust the zone size by either dragging the zone or go to the Zone properties at the bottom of the page to do more further settings



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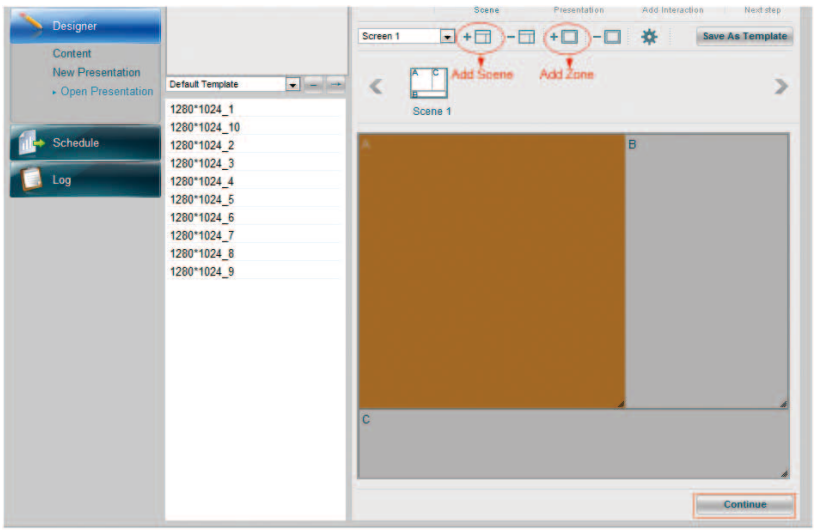
Step 6. Click **Delete Scene** and **Delete Zone** icons to delete scenes/zones if necessary

Step 7. Click **"Save As Template"** if you want to save the scene for future use

Step 8. Click **Continue** to continue your content design



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4.1.3 Content Design

In Content Design page, you can easily drag & drop single or multiple media content files to each zone and adjust the content playback duration as desired. Here we will show you how to add the contents to the layout you just created.

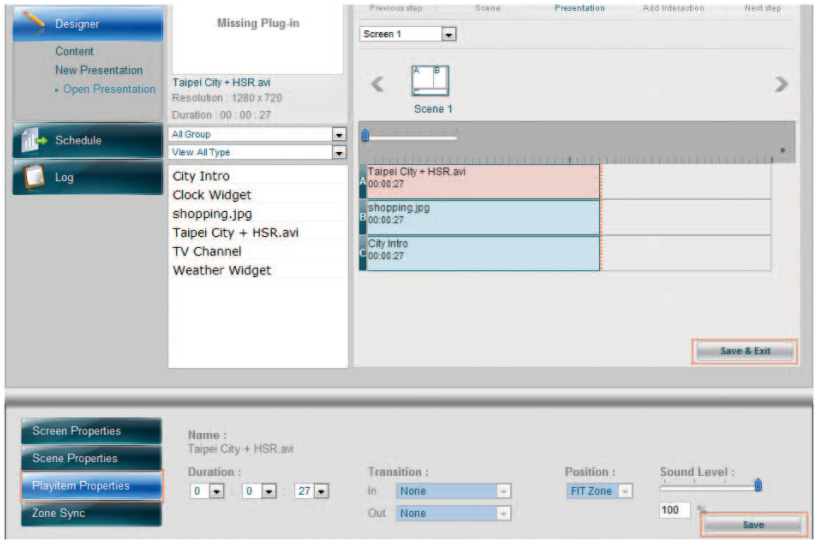
Add Contents to Zones

Step 1. From the **Content List**, select a video file previously created and drag & drop to A zone

Step 2. Select the image file previously created and drag & drop to B zone

Step 3. Select the ticker previously created and drag & drop to C zone

Step 4. Adjust the content playback duration in each zone by dragging the file with the mouse. Or manually enter the duration of each playitem in the **Playitem Properties**.



Step 5. Repeat Step 1-4 to add more contents to the zone. Please note you can only add the same type of contents in each zone.

Step 6. You can check the total duration of your scene in **Scene Properties** at the bottom of the page

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Step 7. Click **Save & Exit** to finish content design

Step 8. Next select **Schedule** from the left function panel to schedule your Presentation

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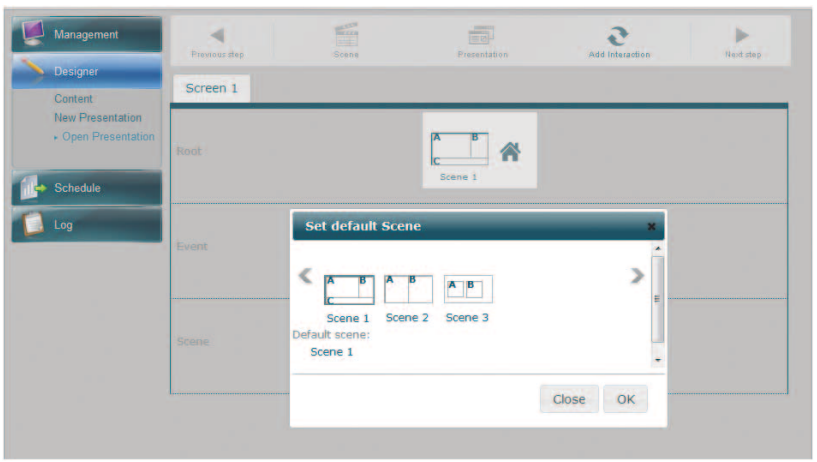
4.1.4 Event Trigger Tree List

After you have done with scene editing and content design, you can go on with interactive presentation design using Event Trigger Tree List on the next page. We will give an example here to show you how to create an interactive presentation with predefined touch and GPS event settings.

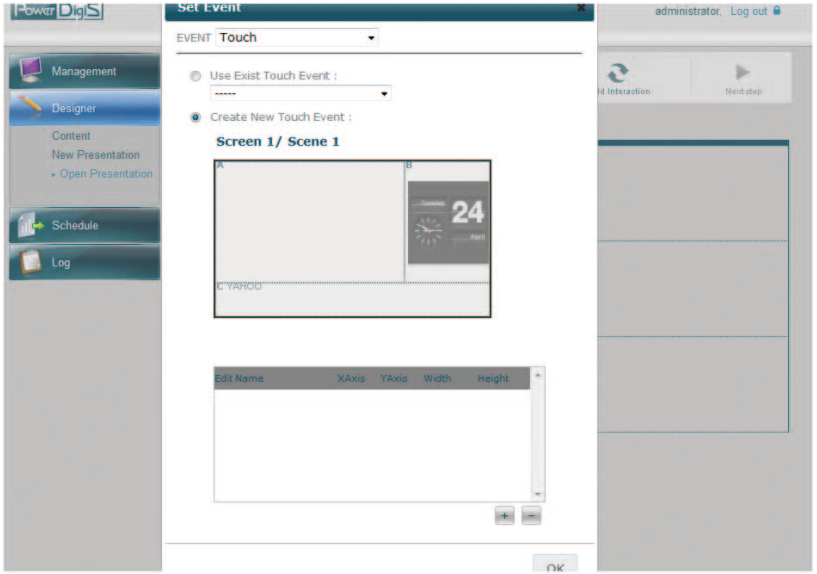
Create Touch Events

The user-friendly GUI allows you to define active areas and corresponding actions. When user touches the touch screen, it sends a command to Player and triggers the playback of the pre-defined playlist. Follow below steps to create touch events:

Step 1. Click home icon in the root layer to set the default scene. Default scene is the home scene where the sequential events can be triggered from.



Step 2. Then click the default scene to set the event. From the Event Type dropdown menu, select Touch. The touch event setting window will appear as below. From this window, you can create multiple touch areas on the scene and adjust their location and size.



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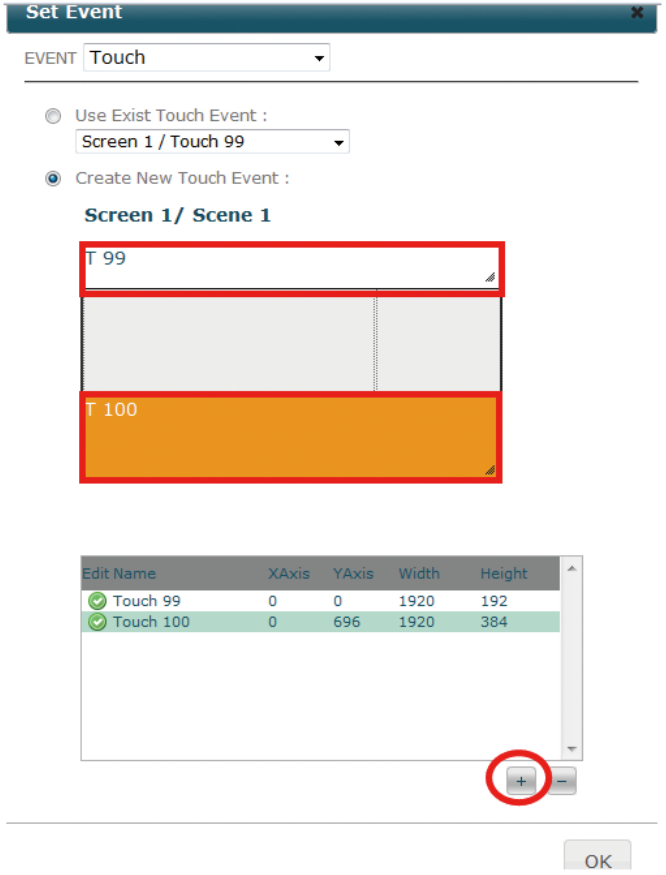
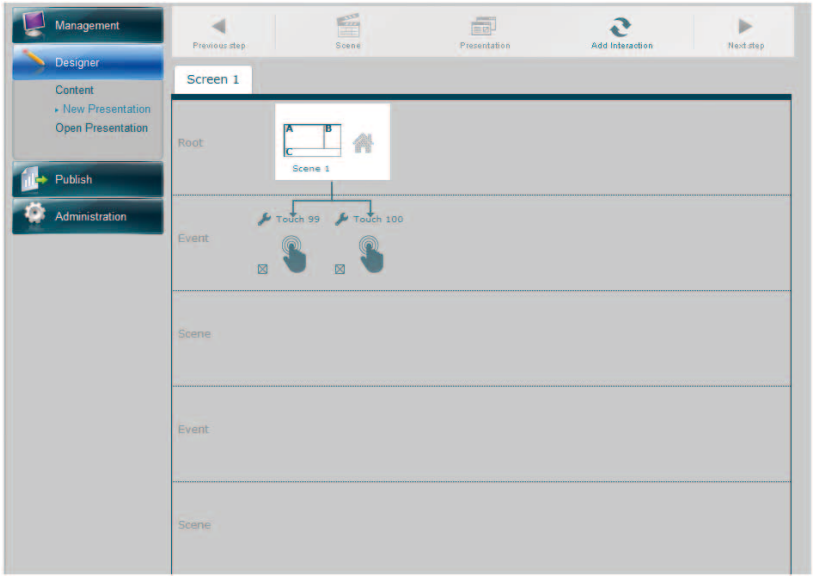
Step 3. Click **"Add"** icon to add a touch area on the scene. You can drag the mouse to adjust the location and the size of the touch area. Repeat this step to create more touch areas.



Step 4. Click **OK**. You will see the touch events you created appear in the Event Trigger tree list.



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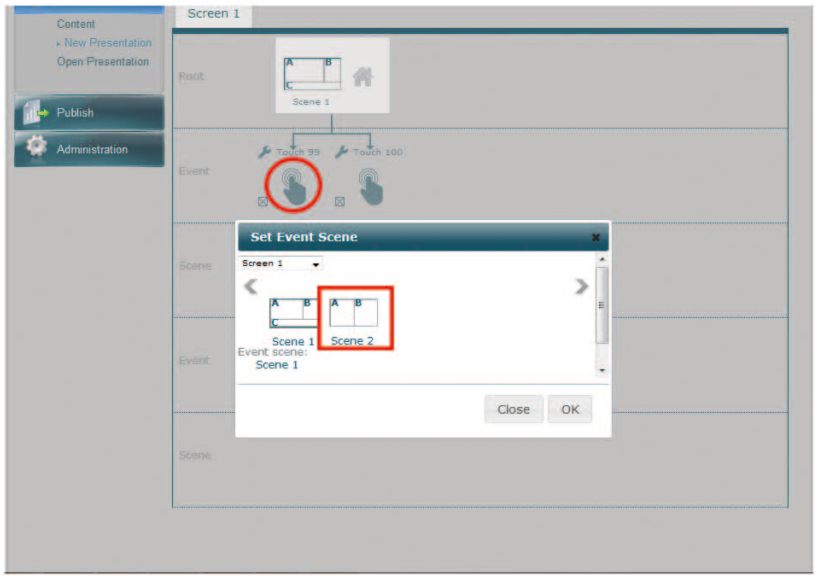
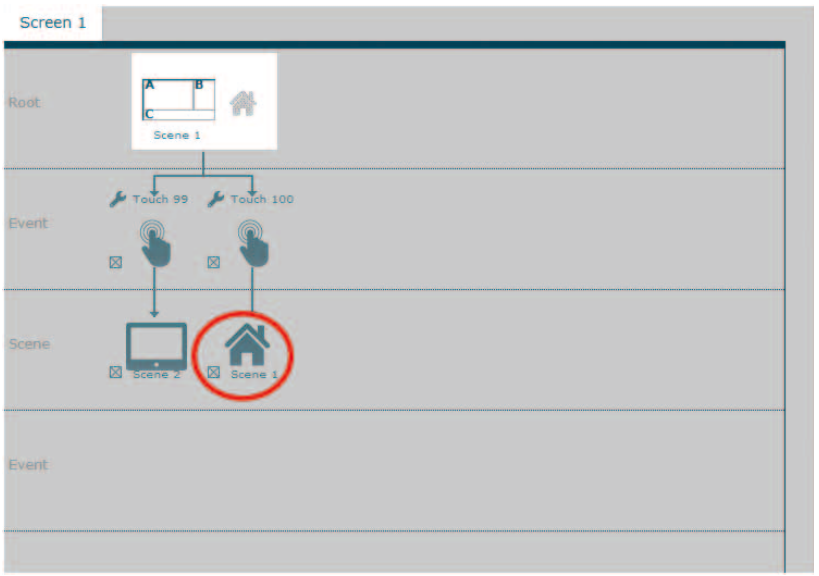
Step 5. From the Event Trigger list, click the touch even icon you just created and select the triggered scene from the Set Event Scene pop-up window. Then Click OK.



Step 6. Repeat Step 5 to set event scene for other touch events created

Note: if you select default scene as a event scene, then it will lead you back to the default/home scene.



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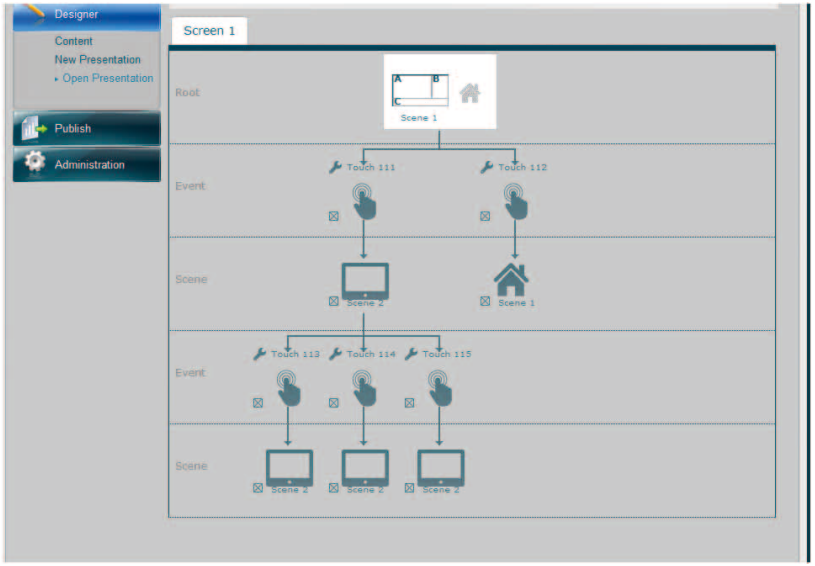
Step 7. You can then click the event scene to create more touch events and trigger scenes as below



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Create GPS Events

In addition to touch events, you can also create GPS events in the same interactive presentation. GPS technology integration provides excellent location-based digital signage. User can define playlists for each location on the Google map to be displayed in moving vehicles. Follow below steps to create GPS events.

Step 1. Click the default scene icon in the Root Layer to set a new event

Step 2. From the Event Type dropdown menu, select GPS

Step 3. Enter the GPS event name in the Event field

Step 4. You can either manually enter the values of Longitude & Latitude of this location or simply drag the Coordinate on Google Map to define the area of the GPS event

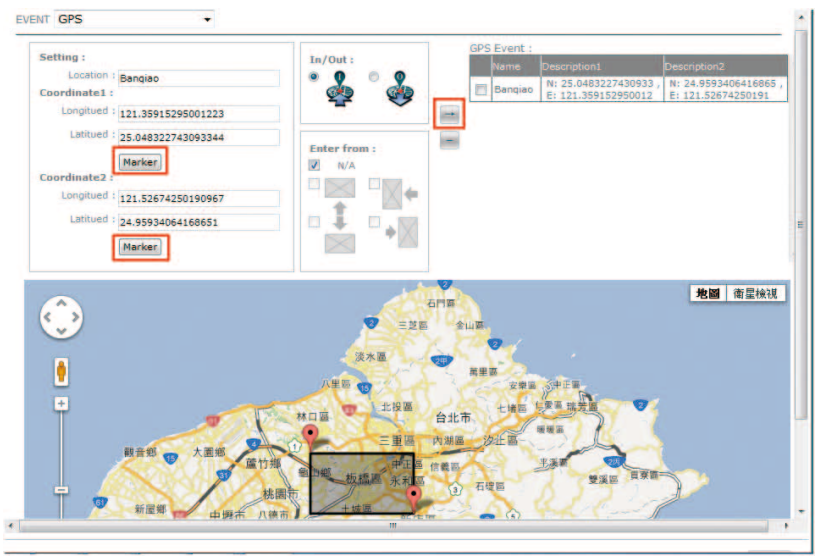
If you choose to manually enter the Longitude & Latitude values, make sure to click "Marker" to fix Coordinate 1 & 2

If you choose to drag the Coordinate on the map, click Coordinate1 first to drag to specific spot and then click Coordinate 2 to define the GPS event area.

Step 5. Next you can select "In or Out" of this GPS event. "In" means the event will be triggered if the vehicle enters this area while "Out" means the event will be trigger when the vehicle exit from this area.

Step 6. Then you can select which from which direction the vehicle enters/exits from this area the event will be triggered. You can select "N/A" if no specific direction is defined or North, South, East, West or multiple directions if required.

Step 7. Click "Add" icon to add this event to the GPS Event list on the right



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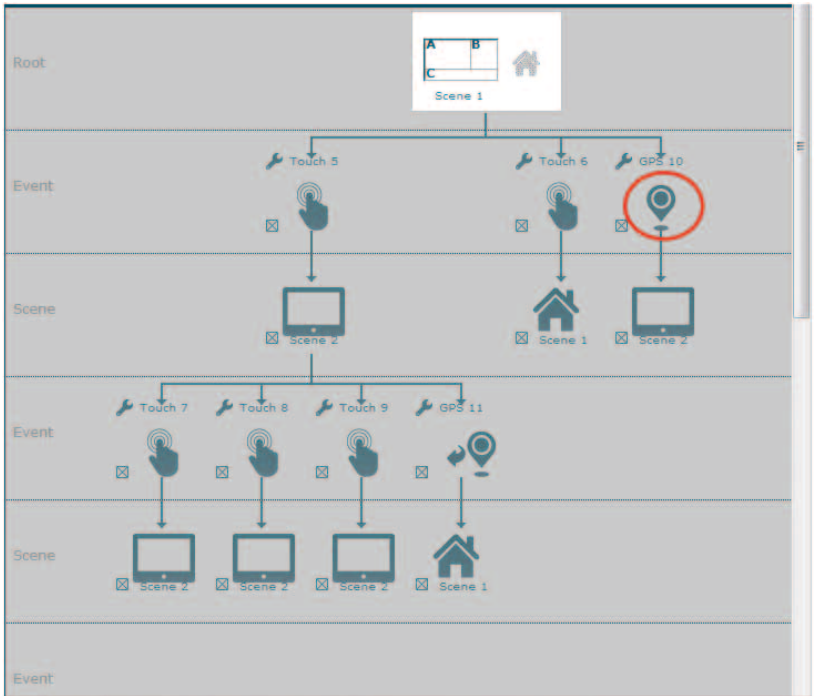
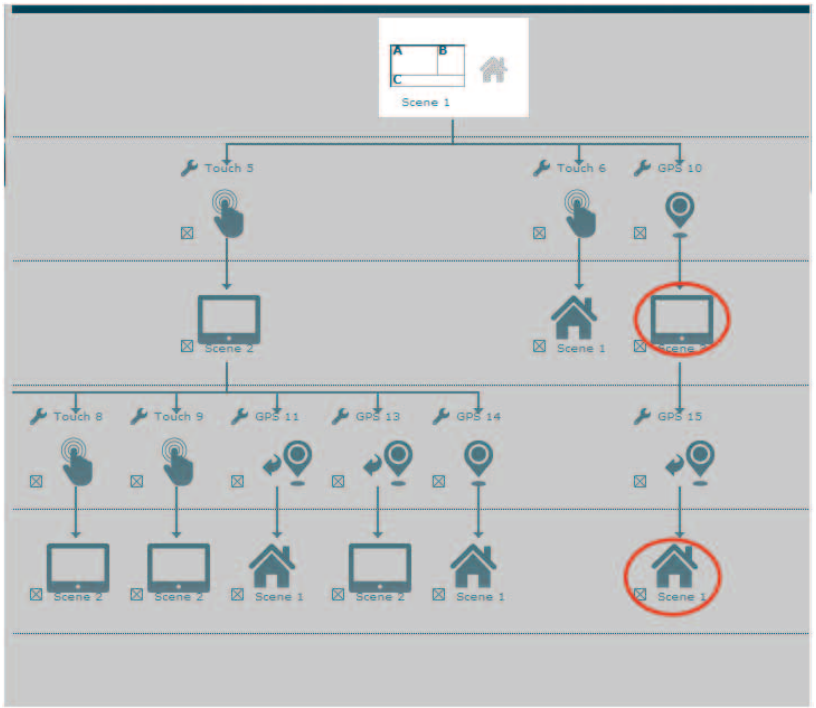
Step 8. You can see the GPS event you created appear in the Event Trigger tree list. Click the event to select the triggered scene.



Step 9. Repeat above steps to create more GPS events and correspondent triggered scenes

Step 10. You can also click the event scene to create more GPS events and trigger scenes as below

Note: if you select default scene as an event scene, then it will lead you back to the default/home scene.



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